

Your Guide to the Best Holiday Video Games!

MORTAL KOMBAT 4

NBA LIVE '98

Duke Nukem 64

Metal Gear Solid

Arcade

PlayStation

Nintendo 64

PlayStation

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PlayStation



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- Resident Evil: Director's Cut
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December 1997
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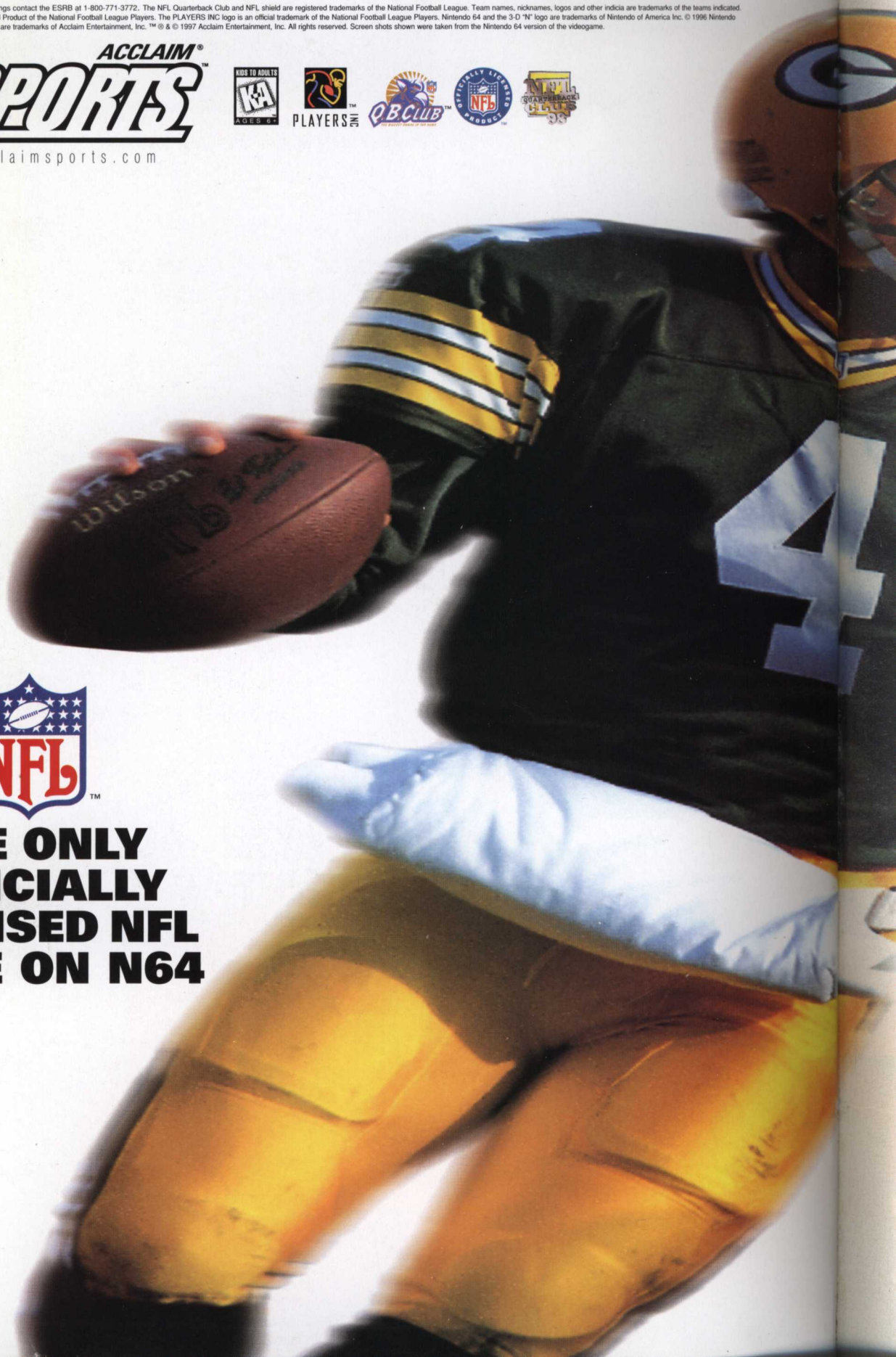
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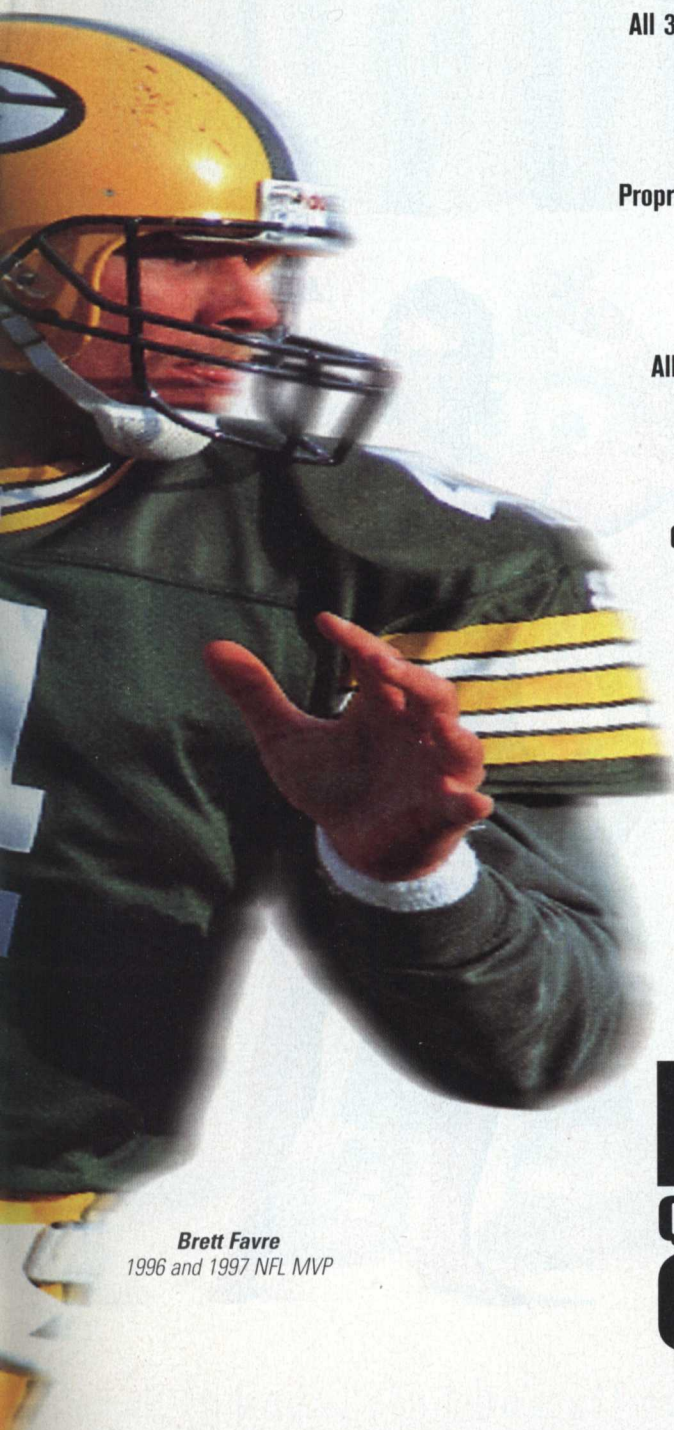
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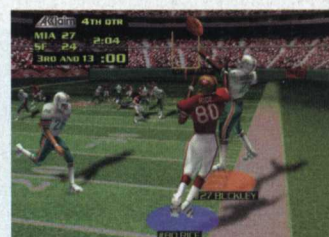
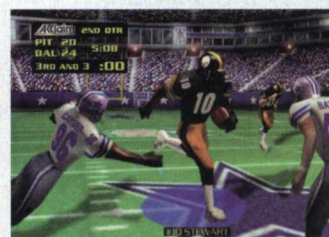
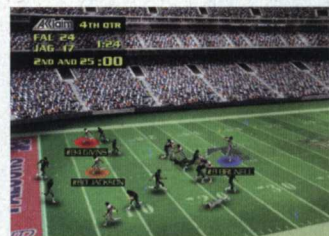
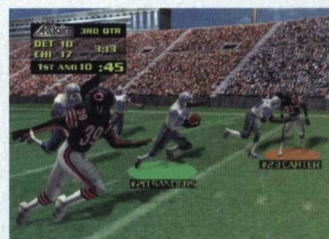
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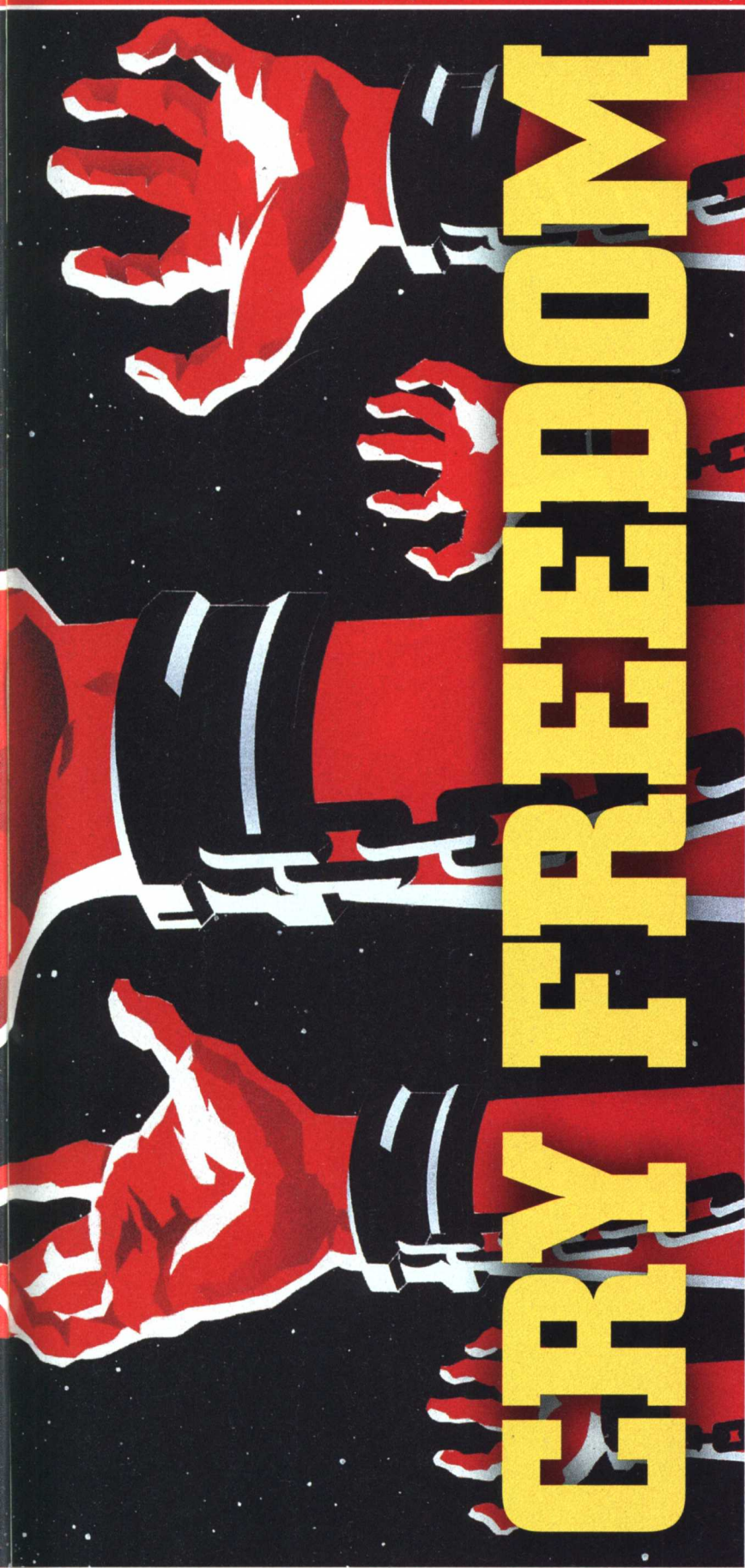
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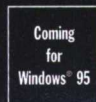
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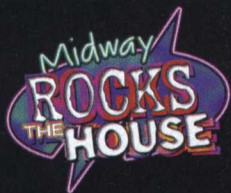
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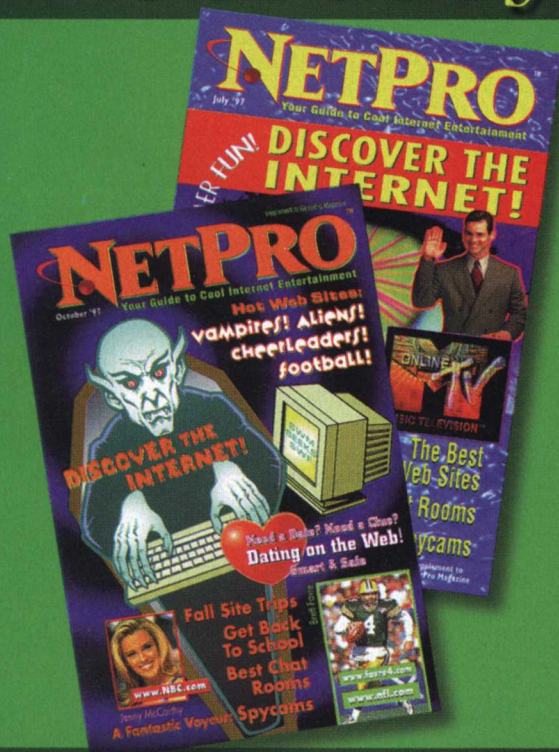
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Volume 9, #12; December Issue: **GAMEPRO**® (ISSN 1042-8658) is published monthly for \$24.95 per year by IDG Communications, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Foreign and Canadian orders** must be prepaid in U.S. dollars on a U.S. bank and must include \$30/year additional postage. Canadian GST# 131 304 347.

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Marvel Super Heroes vs. Street Fighter PlayStation ProStrategy Guide

All the special and super moves for the 17 regular and 6 hidden characters! Everyone is covered from Ryu and Spider-Man to Evil Sakura and U.S. Agent is covered!



The Fighter's Edge Street Fighter EX Plus (PlayStation)



Part 2 of this two-part strategy guide covers special moves, super moves, and combos for nine fighters: M. Bison, Darun, Dhalsim, Sakura, Akuma, Kairi, Allen, Garuda, and Blair.

SWATPro
Cheats for MDK, Resident Evil, Warcraft II, and more!



Star Fox 64

Nintendo 64 ProStrategy Guide

Check out this comprehensive strategy guide to help you complete this excellent space shooter.

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Hit the gridiron with the plays that will make you the undisputed pigskin king on the Nintendo 64 and the PlayStation.

208 Final Fantasy VII PlayStation ProStrategy Guide, Part III

Part 3 of this three-part series takes you from Shinra headquarters to the final boss.



Name:
Mia
Age:
19
Height:
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Measurements:
36-24-36
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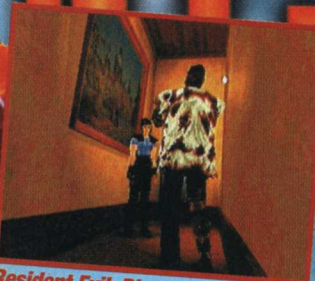
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Mortal Kombat 4!



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"I much prefer flame broiled to fried"



DRIVE LIKE AN ANIMAL



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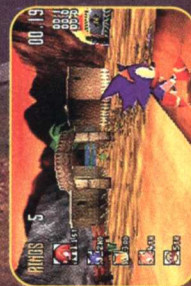


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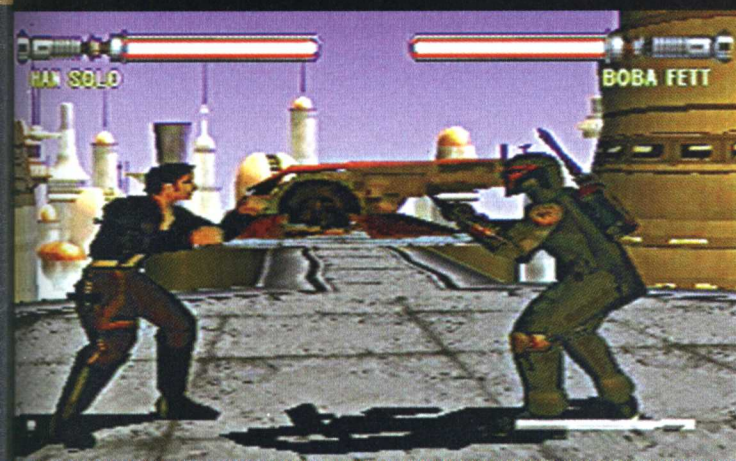


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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Much of the hype about video games tries to fuel public bloodlust. Certainly some video game advertisements have gone over the top...sometimes they're more violent than the games they promote! Some video game critics go over the top, too, when they seek to censor video game content.

Ryan Howard and Zach Bach are right on when they point out that gamers have the right to choose the video games they play (see their letters at right). To help you make that choice and be knowledgeable consumers, there's a ratings system and there's *GamePro*.

There's no denying that it's a kick to engage in virtual martial arts combat, battle evildoers, or save the world from blood-thirsty monsters. It really jacks up the old the adrenaline level! But it's a far and unsubstantiated leap from there to pin the violence in society on video games, as David Lobo points out (see letter at right).

Game critics whose commentary helps give games containing violent content a high profile shouldn't overlook the vast majority of games labeled Kids to Adults according to the ESRB rating system.

There are some excellent games that offer fast-paced gameplay and thrills without asking you to beat up on your competition, like Diddy Kong Racing and Extreme G for the Nintendo 64, Sonic R for the Saturn, and Moto Racer for the PlayStation.

And depending on your take on violence in sports, there are

some outstanding sports games out this season.

The PlayStation is particularly powerful with Madden NFL '98, NBA Live '98,

'TIS THE SEASON TO BE JOLLY...NOT VIOLENT

NHL Face Off '98, NFL GameDay '98, and Formula 1 Championship Edition. Madden 64 and Wayne Gretzky Hockey '98 will be strong for the N64. If you bend toward the unusual, Reel Fishing is real...er, unique, but you can release caught fish or make them happy pets in your own virtual aquarium!

Puzzle games are a fun way to challenge your brains and not your morals. Try Stackers for the PlayStation, Tetrisphere for the N64, or Wheel of Fortune 64. Keep an eye out for Intelligent Qube for the PlayStation, too. And for a fun, off-the-wall time, try Parappa the Rappa for the PlayStation.

All these games are covered in this issue of *GamePro*. You can find more selections in the Holiday Shopper's Guide featured in this issue.

There are a lot of ways to go to enjoy gaming. The choice is yours...as it should be.

**Peace on Earth,
The GamePros
comments.gamepro@gamepro.com
San Mateo, CA**



VIOLENCE REARS ITS UGLY HEAD...AGAIN...

I am writing because I'm upset over the video-game rating system. Like Walter Fisher III [see "Head 2 Head," August], I also oppose the rating of games. I can understand Adult Only games being banned for underage children, but games like Mortal Kombat made games come alive for our generation.

Why can't we gamers play in peace?

Congressmen Kohl and Lieberman are out of line. They blame video games for violence in our so-

cety? Violence has existed since the dawn of time with man versus beast. The congressmen could go a long way toward curbing violence by not wasting their time trashing video games but by focusing all their energy to bring peace to places like the Middle East, Africa, Cuba, and Haiti. And if they really don't want us to play so-called "violent" video games, they could make our streets and our playgrounds safe so that we have somewhere else to play.

**David Lobo
Toronto, Ontario, Canada**

Good points, David. Violence in video games certainly reflects violence in our history, in the news, and in human culture, but video games should not be a political scapegoat for not dealing with criti-

cal social problems. Read our next letters and see if you agree.

...AND AGAIN...

I fully agree with Walter Fisher III's letter. Parents and senators have no right taking video games off the market. Parents are blaming video game companies for their own failure to raise their kids properly. If they don't want their kids to play "violent" video games, they shouldn't let them buy those

types of games! But if they think they can stop me or any other normal kid from buying games, then they're in for a big surprise. The truth is that I can get any game I

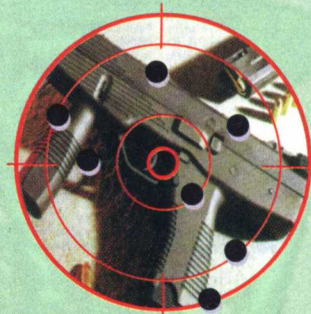
want—regardless of the rating—from any store in my neighborhood.

**Ryan Howard
St. Louis, MO**

Ratings are good, but censorship isn't. It's important that game designers, game publishers, and gamers be aware of violence in the content of games. But for those of us who play games, it's just ridiculous to say that games create violence. Consumers who are concerned about game content should be smart shoppers. Politicians concerned about game content should let the industry-sponsored ratings system do its job.

...AND AGAIN...

Please send me the address to those wussy people who are known as the ESRB. I could pull better rat-



Meet the root
of our evil.



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Mortal Kombat® Mythologies: The Adventures of Sub-Zero™ ©1997 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN, SUB-ZERO and all character names are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc.

MIDWAY



ings out of my butt. I'm 13 years old and I buy games that are rated for 17-year-olds and over. If nobody uses the ratings, what good are they?

Zach Bach
Sebewaing, MI

GamePro will never touch your ratings. The reason games are rated is to give parents and other consumers guidelines by which to determine whether or not a game is appropriate for children. We're glad that your parents think you're responsible enough to buy your own games, but not every parent feels this way. So a quick glance at the ESRB ratings can help them out. You can write to the ESRB at 845 Third Avenue, New York, NY 10022, or call (212) 759-0700. Canadian residents can call the ESRB at (416) 480-7313. Or you can even log on to its Web site at www.esrb.com.

IT'S DE-LIGHTFUL, IT'S DE-LICIOUS, IT'S DE-MONIC

I'm disappointed with the video game industry. As a faithful Christian and a gamer, I'm offended by what I see in too many games these days. I've unknowingly bought games like Quake and Doom by id Software that contain everything from pentagrams to

blood altars to pictures of Jesus's bloody head. I think that religiously conscious people like me shouldn't have to take chances on what we buy. The ESRB or RSAC should be able to devise a rating for occult content. And if they won't do that, the companies should have warnings. Tecmo did with their ads for Deception, which included warnings of satanic references. Satanic and occult content in video games offends me much more than blood and gore. It offends the beliefs of millions of people. Isn't that enough to warrant a rating or a warning?

Matt Williams
Payson, AZ

Well, let's get some things straight first. Everyone takes chances on what they buy, no matter what their religious beliefs. Also, there is no severed head of Jesus in any id game! What you're referring to is the severed head of John Romero, the game's creator (who, despite what some gamers will tell you, is not the messiah). Romero's brain container is hidden in a secret area of the game. If you've seen this, then you played pretty far into the game...which kind of weakens your argument that a game can't contain occult symbolism and be fun, too. But we like your idea of putting a warning on boxes ("Caution: Demons at work. Proceed slowly.") so gamers are aware of what's in a game, kind of like the offensive lyrics label on music CDs.

DID YOU KNOW THE HUMAN HEAD WEIGHS SEVEN POUNDS?

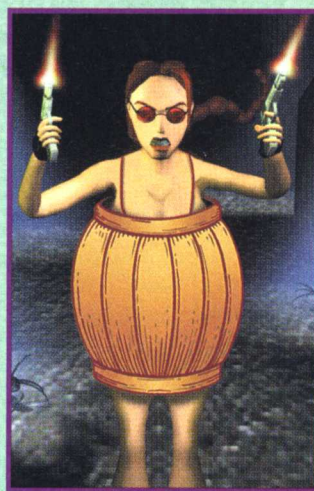
I've heard rumors that someone is designing a controller for home console systems that would use brain waves to con-

trol onscreen movements. Is this true? If so, how would it work? It sounds great! I don't want implants in my brain just so I can play games—I want both hands free to slap my brother or pick my friend's nose!

Grant "Gotta Know Everything" Anderson
Winston-Salem, NC

With the kind of thought process you've just demonstrated, you couldn't power up a Game Boy. Actually, we've heard about this controller, too. The technology is still a long way off, though. If you really want a free hand during your game-playing, try the one-handed Grip controller by ASCII or the Glove by Reality Quest.

NUDE RAIDER



Modesty prevails.

One of your competitors has posted "revealing" images of Lara Croft of Tomb Raider on its Web site. Can they get into trouble for that? Also, when the 64DD comes out, will it be bundled with the Nintendo 64 in the same box for a combined price? And finally, what kind of music does the GamePro staff listen to at work?

Gavin Horst
Ocala, FL

Your train of thought certainly stops at many stations, grasshopper. First of all, we never comment about the sad and desperate acts of other mags, which deserve pity, not punishment. Secondly, no one but Nintendo knows the plans for 64DD packaging, but at some point it's sure to be bundled with the N64—it only makes sense. Thirdly, the GamePros love different types of music: Johnny Ballgame is down with the Wu-Tang Clan, the Rookie loves Ben Harper (and Ben Harper loves the Rookie), Air Hendrix eats up Pearl Jam, Major Mike favors Simple Minds, Dan Elektro goes electric for Van Halen, and Bro' Buzz elects The Presidents of the United States of America. As for Scary Larry, well...Scary loves to hear the screams of pain around him when he turns in his articles.

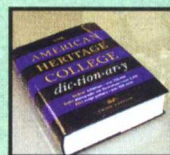
Oh, yeah...Dr. Zombie loves Hall and Oates...

YORE HYERD

I have some thing you like I have codes for Impact Racing [sic]. But before I give you the codes I was thinking I would like to wark [sic] for you. If that 's OK, I can play video games and repart [sic] how they are. And I can do this for free, just to play newwe [sic] games. You mall [sic] me a game (It has to be a Sega Saturn game). Then I play it, wrighte [sic] about the game and them [sic] mail it back with the game and the review. What to [sic] you think?

Anonymous

Thanks but your letter makes us...well...(sic). We suspect you already write for one of our competitors.



"Winner! Best PlayStation™ Game at E3."

-GAMEPEN

"...unique gameplay and killer graphics that will rocket it straight into the PlayStation™ hall of fame."

-GAMEPRO

"...positively oozes high production values... This one's going to be big!"

-GAMEFAN

"...a rarity in today's sequel-studded market: a completely fresh idea."

-P.S.X.

"...one of the coolest games I've ever seen..."

-GAME INFORMER

"...one truly entertaining title."

-OFFICIAL U.S. PLAYSTATION MAGAZINE

"...my pick for game of the year."

-PSX NATION



ODDWorld: ABE'S ODDYSEE

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment

Strategy Guide
available from



ODDWorld
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BUYERS BEWARE

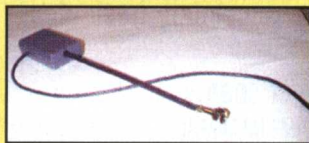


By The Watch Dog

This is one of my favorite times of the year: I get leftover turkey scraps for a week instead of that wretched canned stuff. Speaking of wretched stuff, it seems that some video game customers aren't as lucky or as happy as me.

Q: I have a Nintendo 64, and I recently paid \$30 for an RF adapter made by Nintendo. A week later I saw an RF adapter made by Performance that only cost \$15. Why such a difference in price? Is there a difference between the two adapters?

Jonathan Kraska
via Internet



Is cheaper better?

A: **A Nintendo customer service rep answers:** "When you pay for any non-licensed product, you are basically paying for a cheaper knockoff; in this case, the RFU Adapter by Performance. The reason that the Performance adapter is less expensive than ours is because there is inferior wiring built into it that doesn't meet Nintendo's standards. We encourage all Nintendo customers to buy products officially licensed by Nintendo. There is a greater likelihood that their systems will break down if they use non-licensed products. Such products will also nullify the system's warranty."

A Performance customer service rep replies:

"Our RFU Adapter operates just as well as Nintendo's if not better. The only difference is that our adapter is made with some inexpensive components and costs less than Nintendo's adapter. Because we recognize that our product isn't officially licensed by Nintendo, we will pay for any and all damages that the adapter might cause if a situation ever occurs. So far, there haven't been reports of any of our adapters affecting a video game console, a TV, or a VCR. Nintendo's RF switch is just too expensive."

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 5828
San Mateo, CA 94402

E-mail us your comments through America Online at
Keyword: GamePro or at this Internet address:
buyers_beware.gamepro@gamepro.com

Q: In my copy of *Mortal Kombat Trilogy* for the Saturn, the animation sequences for Classic Sub-Zero's Animality and Fatality don't appear, even if I do them correctly. The screen darkens and Sub-Zero starts his special move, but then the animation sequence doesn't finish. Is my game defective?

Jim Clifton
Follansbee, WV

A: **A Midway customer service rep states:** "The game isn't defective. The Fatality and Animality for Classic Sub-Zero (as well as the other classic characters, Kung Lao and Jax) aren't programmed into the game. You can still pull them off, but you just won't see anything. The reason the animations for some Fatalities and Animalities were omitted was because we didn't have enough time to draw in the sequences before the games were due to be shipped."



Hey, guys, what happened to the rest of the savage, blood-curdling, gory animation?

The Watch Dog states:

What kind of half-hearted programming is this? Even after reading the overall high recommendation from the *GamePro* staff (see the Saturn ProReview, September), consumers should think twice before purchasing this version of *MK Trilogy*—or any game where game designers knowingly take shortcuts and shortchange your gameplay experience. At the very least, a reduced price would be nice.

Q: How long can I play with the Rumble Pak for my Nintendo 64 before I have to change its batteries? And what kind of batteries work best with the Pak?

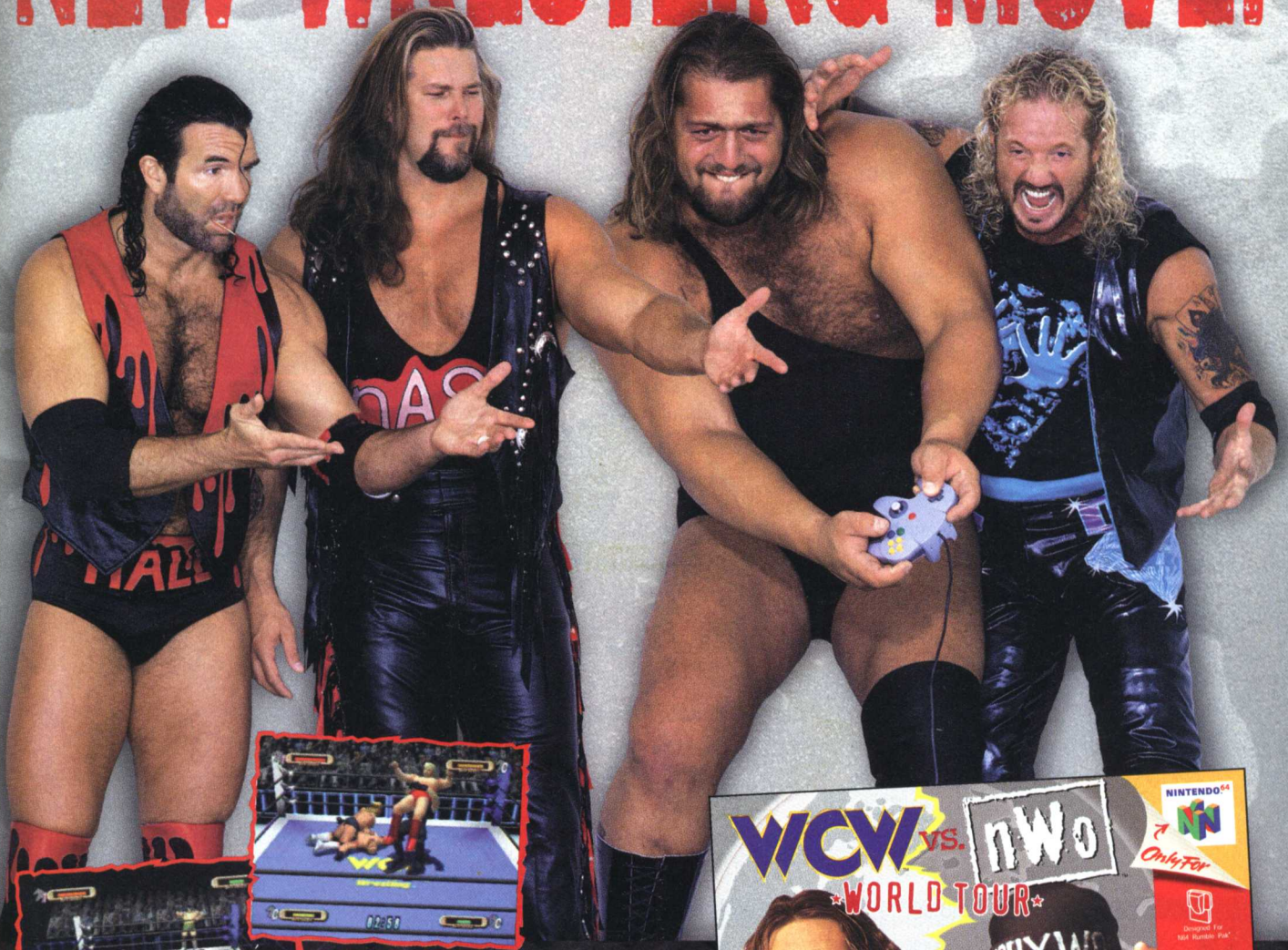
Xpx Gamer
via Internet



Just rumblin' away!

A: **A Nintendo customer service rep replies:** "The general life span of the Rumble Pak is about 50 to 60 hours of straight rumbling. Use any non-rechargeable brand-name alkaline battery for the best rumbling effect."

THE GIANT DEMONSTRATES HIS MOST DEVASTATING NEW WRESTLING MOVE.

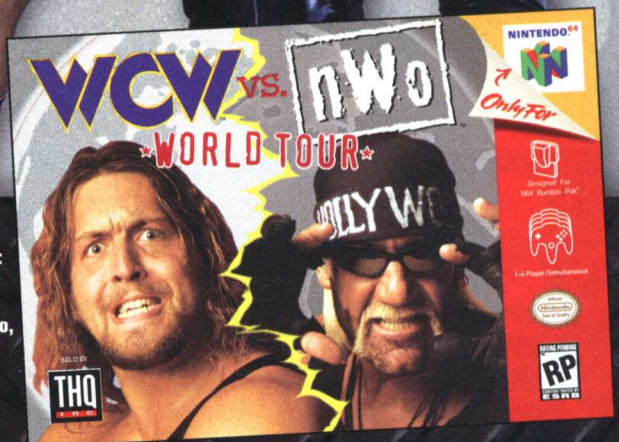


"One of the Fall's
hottest games!"

— GamePro, July 1997

- Over 40 wrestlers, including more than 20 WCW and NWO superstars: Hollywood Hogan, Sting, The Giant, Lex Luger, Ric Flair, The Outsiders, The Steiner Brothers, Dean Malenko, Syxx, Eddy Guerrero, Chris Benoit, Scott Norton, Rey Mysterio, Jr., Steven Regal, Ultimo Dragon, Buff Bagwell, and many more!

- Each wrestler has 30 to 40 moves, including his own signature moves
- Tag Team and simultaneous four-player action
- Five different play modes



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THQ
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Sega's Magic Number:

128

Microsoft and Sega reportedly in 128-bit console discussions



More information continues to surface about Sega's future console plans. The latest juicy gossip: Sega and Microsoft will reportedly partner to create a new 128-bit system that could see Japanese release as early as late 1998.

Key components of the system, code-named "Dural," reportedly include Hitachi's as-yet-unfinished SH4 128-bit processor, PowerVR 3D graphics technology, at least 8 MB of RAM, a 6x-12x variable CD-ROM drive, and a default resolution of 640x480—twice that of Saturn's current lowest mode. A Windows CE operating system will make the system very friendly to PC programmers, something which proved very helpful to the PlayStation and remained a sore spot regarding Saturn development.

Microsoft and Sega, meanwhile, have yet to comment, but an official announcement about the company's plans is expected before the end of the year.

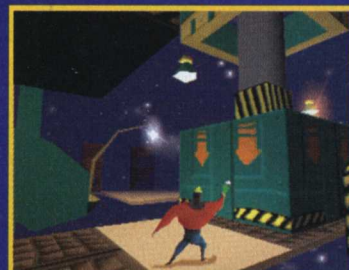
Over the last year, Sega has had its share of failed partnerships, first with its fizzled Bandai merger and later with its still-unresolved \$100 million 3Dfx lawsuit. Right about now, a strong partnership with a juggernaut like Microsoft could be the answer to many of Sega's problems.

Blasto Pushed to Early '98

Last month Nintendo announced the delays of several key games. This month, it's Sony's turn to put a flagship title on hold: *Blasto*.

The 3D action/adventure game, which will feature Phil Hartman voicing the game's barrel-chested hero, won't see release until the first quarter of 1998. Sony didn't list any specific reasons for the delay, other than to say that *Blasto* is "one of the most aggressive projects taken on by Sony Interactive Studios" and that the delay "is necessary to ensure that *Blasto* is truly the remarkable game that we know it will be."

Or, as an industry catch phrase goes: A late game is only late until it ships. A bad game is bad for the rest of your life.



Uh-oh! *Blasto's* a no-go until...next year, which doesn't rhyme.



news bits



Report: Consoles Rule! (For Now)

The ninth edition of the very boringly named *Optical Publishing Industry Assessment* features some rather exciting news: Consoles are kickin' ass.

According to the industry report, combined shipments of 32-bit and 64-bit video game consoles will exceed 25 million units worldwide by the end of the year, and should achieve wider market penetration than any previous console generation. Revenues for console



games now exceed PC CD-ROM titles in many countries, including key territories such as the U.S. and Japan. As the 16-bit machines yielded to PCs, now PCs are being overtaken again by the so-called "next generation" machines.

However, the report also noted that consoles have traditionally enjoyed a life span of five years. With DVD, Pentium II processors and blindingly fast modems on the horizon—not to mention rumblings about PlayStation 2 and Sega Dural—it's quite possible that next Christmas could be the last clear-cut victory for the current crop of machines.

X-PLLOSIVE GAMEPLAY. X-TREME GRAPHICS. MEGA MAN X4!

Gaming's greatest hero unleashes his X-traordinary new powers on 32-bit systems! Mega Man X4™ blasts light-years ahead of its predecessors with unrivaled graphics, vibrant animation and a barrage of cool new features. For the first time you can play either as Mega Man X or his mighty partner Zero in two separate adventures. X-plore all-new X-Hunter levels, where perplexing passages, power-ups,

concealed rooms and hidden weapons abound. Fire-up your new Land Chaser Superbike and battle tons of Maverick Reploid Robots while mastering new attacks like the Air Hover and Zero's Z-Saber Tactic. All told, it's the most X-citing X-plot in the Blue Bomber's history. Truly, a 32-bit blast!



CAPCOM

MEGAMAN X4

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GoFigure

What's a holiday without some toys under the tree? *GamePro* has the scoop on a whole new breed of game-based action figures.

Forget those lame *Street Fighter*/G.I. Joe action figures and toss out those tiny *Mortal Kombat* toys—a new gang of game-based action figures is about to hit the market, and it looks like they'll finally do their inspiration justice.

A small Ohio toy company named ReSaurus beat out McFarlane Toys (*Spawn*) and Trendmasters (*Independence Day*) to grab what could be one of the coolest action-figure licenses ever: *Duke Nukem*. The six-inch Duke should be available now in two flavors: an \$8.99 version with a standard complement of weapons, and a limited-edition version with an extra gun, the Freeze Thrower, plus a CD containing the game for a few bucks more. Better find 'em fast, though—only 200,000 of the regular and 50,000 of the limited edition figures will be made! ReSaurus plans to produce some of Duke's more infamous enemies later next year.

Also in November, Toy Biz strikes with a 5-inch plastic rendition of *Tomb Raider*'s hot heroine, Lara Croft. Sometimes a killer body just isn't enough, so Lara comes packed with no less than four different guns—an Uzi, a street sweeper, an M-16, and her trademark Beretta—as well as one of the pesky bats she fights in the game. Expect Lara to retail for \$5.99.

Come January, look for toys based on Capcom's *X-Men vs. Street Fighter*, also from Toy Biz. Each two-pack features one hero from each universe: Ken vs. Sabretooth, Ryu vs. Magneto, Cyclops vs. Bison and Wolverine vs. Akuma. Each set of 5-inch figures should cost about 10 bucks. Later in the year, look for matchups featuring Chun-Li, Charlie, Rogue, Zangief, Storm, Cammy, Dhalsim, and Apocalypse.

Toy Biz will also see its *Resident Evil* toys slither into stores around March. The first assortment will feature two-packs of a hero or a villain and one of the game's creepy creatures. Five-inch renditions of Jill, Chris, a Hunter, and a Zombie will be joined by a towering 8-inch rendition of the game's villain, Tyrant. Toy Biz has plans to expand the line to include characters from *Resident Evil 2* as well as the upcoming *Resident Evil* movie.

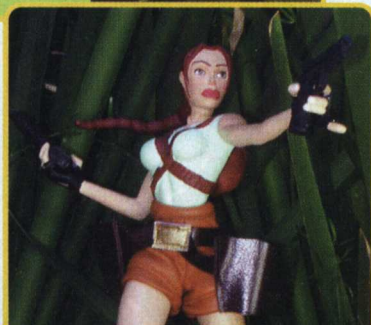
If that's not enough, keep your eyes peeled for action figures based on MDK and *Turok: Dinosaur Hunter* late in '98, and check import stores for the *Final Fantasy* figures currently available in Japan. One of the major toy companies told *GamePro* that they're eagerly scouting video games for future toy lines, so with any luck, more of your favorite game heroes could be immortalized in plastic soon.



With a nasty knife in hand, Duke's action figure looks ready to turn Mr. Potato Head into julienne fries.



Lara Croft can hack her way through any jungle—but can her action figure hack through its own packaging?



Resident Evil's heroes and villains will become action figures in March!



CAPCOM

The *X-Men* square off with the *Street Fighters* again on toy shelves in January.

news bits



FFVII x 21 Days = 500,000

Surprise, surprise: *Final Fantasy VII* rocked the sales charts by selling half a million copies within three weeks of release. In under a month, it became the best-selling game of 1997 to date. Guess those prime-time commercials had an impact—or maybe it was the fact that U.S. gamers all waited so long for a killer RPG!



Sega Music Studio Sold

Sega's state-of-the-art music studio in San Francisco was recently purchased by the people who knew it best: the ex-employees. When SegaSoft divested itself of the studio, OffPlanet Entertainment, including former Sega Music Group director and composer Spencer Nilsen, quickly snapped up the facilities for an undisclosed amount. OffPlanet creates music for film, TV, and record companies.

Microsoft

Where do you want to go today?

LOSER

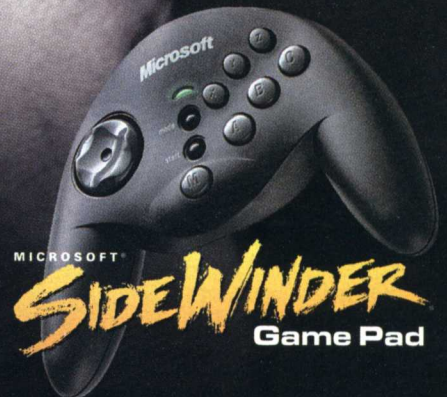
Most people
enjoy the
inferiority
of their
best friends.

- Lord Chesterfield

Compete head-to-head. Surrender nothing.

The Microsoft® SideWinder® game pad brings the action of video game play to the PC. Now, as many as four of you can play Windows® 95-based games by daisy-chaining these pads together without losing any functionality. Only SideWinder game pads do this.

Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of.



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www.microsoft.com/sidewinder

The Saturn's Net Worth



Now that some of Sega's top games work with the NetLink, can the Saturn come out and play? *GamePro* has the hands-on report.

By Dan Elektro



Daytona CCE via NetLink becomes a two-person showdown on any of the game's five tracks.



There's no slowdown in Virtual On's fast, frantic action when playing over the NetLink.



Players can send each other e-mail to set up a match, then dial each other directly for head-to-head action.

Almost a year after the NetLink's introduction, modem-compatible Saturn titles have finally arrived. Most of them are updates of existing hits: Daytona CCE, Sega Rally Championship, Virtual On, and Saturn Bomberman are first out of the gate, and Duke Nukem 3D will also be compatible when it's released.

The Adventures of (Net)Link

To play online, just plug the NetLink into your Saturn's cartridge slot, enter your Internet service provider information, connect a phone cable from the wall, and throw in the browser CD or the game of your choice. From there, you can search for opponents on the Web or dial a friend directly using XBand, a modem-player matchmaking system that proved successful on the Genesis. If you don't want to play over the phone, you can use two NetLinks to connect two Saturns (you must use a separate TV for each) in the same room, like Sony's PlayStation link cable.

Thankfully, most of the games play exactly like their single-player counterparts, with a few tweaks. NetLink Bomberman reduces the maximum number of players from ten to four, but its two-on-two team games are no less frantic, as *GamePro*'s editors proved recently when we battled two of Sega's aces (Major Mike took 'em to school, of course). Split-screen titles like Sega Rally, Daytona CCE, and Virtual On offer each player their own full-screen view of the action. All the games played quite fast, with next to no lag times.

One thing that should be noted, however, is that you don't actually play the Saturn games over the Internet. NetLink owners can find opponents through the NetLink Web site, but as with the original Genesis XBand, all games are played through direct person-to-person modem calls, which might rack up long-distance charges. Before you play, check with your opponent to see if they're local.



Of course, you can read the fascinating stuff at www.gamepro.com on your NetLink, too...



Since NetLink only lets you view one frame at a time, there are some things on the Web you'll miss out on.



When the action is over, the software kicks you to a chat screen, where you can congratulate (or taunt) your opponent.

World Wide Woes

Unfortunately, PlanetWeb's browser leaves a lot to be desired. It's impressive to see the Internet on the Saturn at all, but with very little Saturn memory in which to store data, many of the more exciting elements of the Web are lost. The software doesn't properly display frame-enhanced Web sites, it can't handle fancy elements like Java, and it doesn't play MIDI music or WAV sounds. Some transparent images don't look transparent, either. For example, Sega's own home page looks cool in black on Netscape, but it takes on a vomitous green tint over the NetLink. Upgraded software and extended memory could fix these problems; let's hope that happens in future revisions.



Sega's page looks great in a PC-based Netscape window...



...but on the NetLink, it turns a sickly shade of green.

NetLink or NyetLink?

It's better to think of the NetLink as a gaming modem with a Web interface than as an Internet solution. If you're thinking of buying a NetLink as your only access to the Web, don't. Instead, save your cash a little longer and buy a used computer. But if what you want is fresh competition in Daytona or Bomberman, then the NetLink is the Saturn peripheral to own.



The NetLink Package

The NetLink Game Pack features the NetLink unit and a custom Web browser, plus online-ready copies of Sega Rally and Virtual On for \$99.99. The Sega Saturn Solution Pack includes all of the above plus a Sega Saturn and a keyboard for \$249.99.

Internet access is not included in either package, but you can use any standard Internet service provider, like Netcom, PSINet, or Earthlink (sorry, no AOL). Many ISPs cost around \$20 a month for unlimited usage.



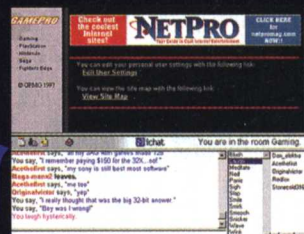
The All-New GamePro Online!

If you haven't been to GamePro's Web site recently, now's a good time to check it out—www.gamepro.com has been completely overhauled with a new look, a search engine, daily content updates, and more.

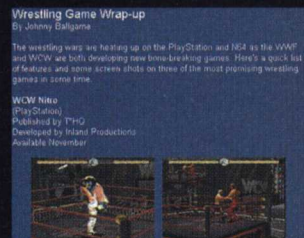
In addition to the familiar elements you've come to expect (and hopefully love) from GamePro Online, we've added a ton of new stuff. We're now powered by iChat, a great chat program that lets you use emotions as well as words. Pop in any time, day or night, and meet with fellow GamePros—or GamePro editors. You can also chime in on our message boards and make your voice heard in our monthly polls. The Buzz offers the latest news as it happens, while the Exclusives section takes you deeper than the headlines, offering feature stories, special reports, and opinions from the GamePro editors themselves—fresh daily!

The Tips & Codes archive has been augmented and revamped—now it's easier than ever to find help when you're in a jam or are looking for the latest sneaky code. Best of all, you can find what you want when you want it with our handy new Site Search tool.

Contests, news, demos, special events...there's too much to mention. Log on and check it out!



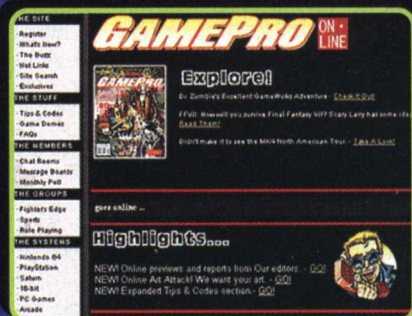
GamePro Online's all-new chat room features clickable emotions that can liven up your discussion.



Every day, a different editor posts an exclusive online-only report.



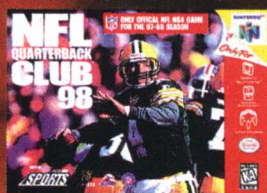
Check out our extensive, regularly updated collection of codes and cheats—or add your own!



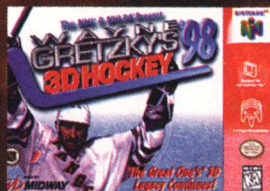
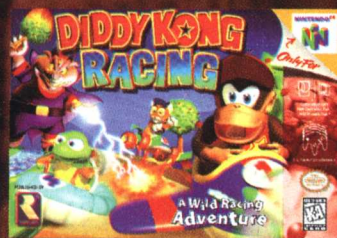
The revamped GamePro Online at www.gamepro.com has something for every gamer.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: comments.gamepro@gamepro.com

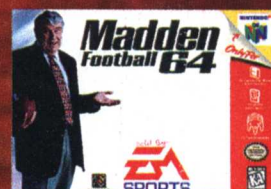
YOU KNOW WHAT YOU HAVE TO DO



GET N OR GET OUT



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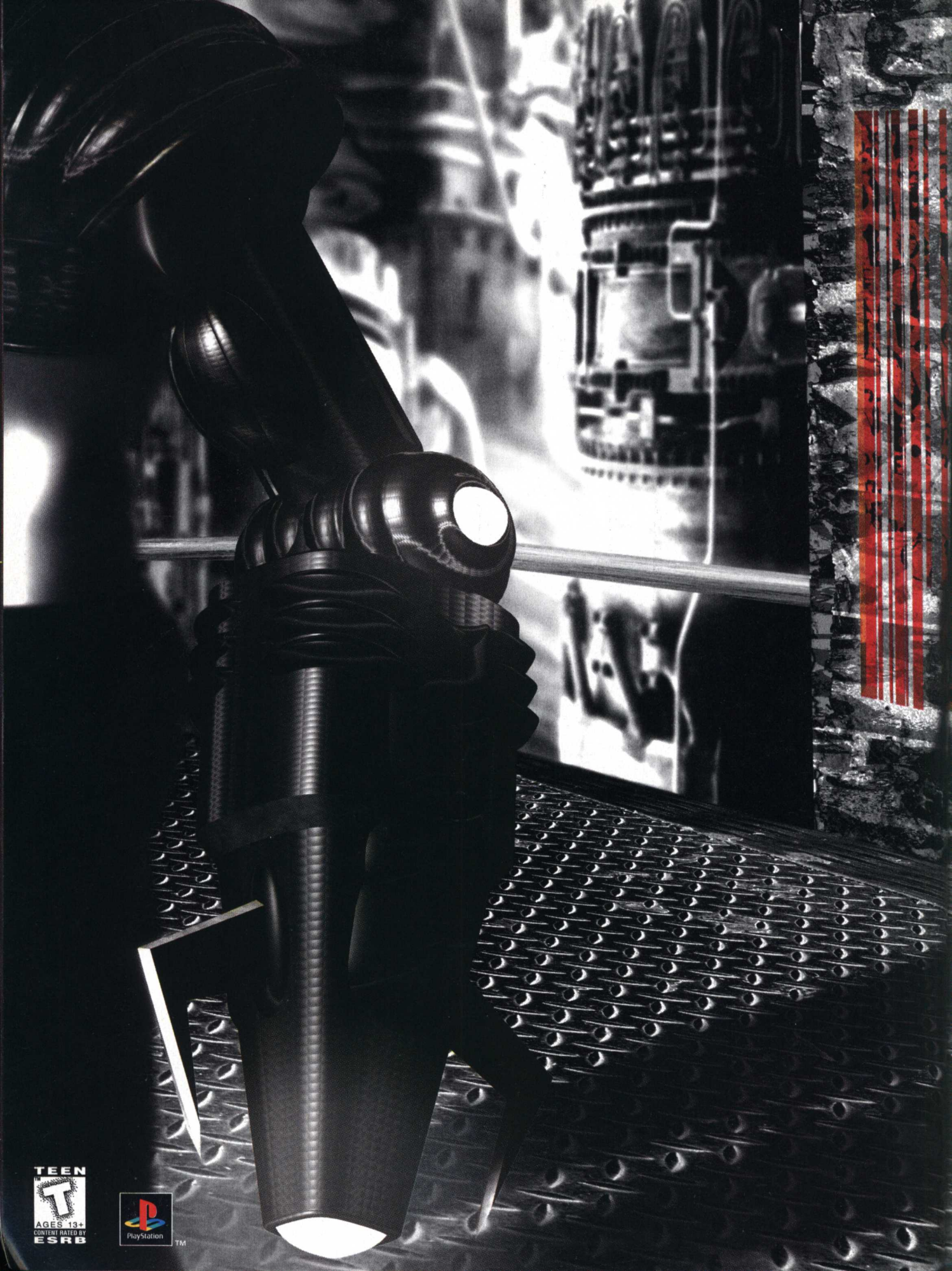


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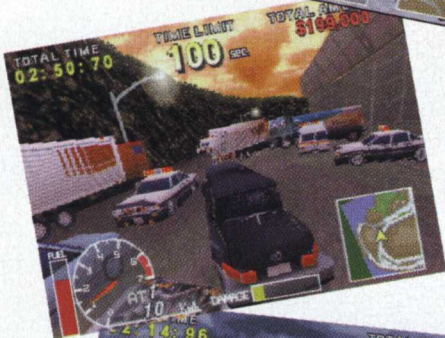
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Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
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The MASTERS

OF Their Domain



EXCLUSIVE

The next chapter in the *Star Wars* saga is about to begin! The star warriors of LucasArts and GamePro bring you an exclusive sneak peek at *Star Wars: Masters of Teräs Kāsi* with a hands-on preview, a basic training guide, exclusive moves for all eight characters, and a special insider's treat—one of the hidden bosses!

By Scary Skywalker

Teräs Kicker

The moment it was announced, *Masters of Teräs Kāsi* sounded like it could be a winner. From the eight great characters (Luke, Leia, Han, Chewie, Boba Fett, a Tusken Raider, a Gamorrean guard, and newcomer Arden Lyn) to the familiar settings (Hoth, Dagobah, and the Rancor Pit to name a few), this game is a *Star Wars* fan's dream come true.

Star Wars:
Masters of Teräs Kāsi
PlayStation
Developed and published
by LucasArts
Available November
80% complete



Masters of Teräs Kāsi is almost here, and GamePro has the first playable preview! With fluid fighting action and awesome special moves, *Masters* may rule the galaxy by Christmas!



All the
original
locations!



Tusken Village



Hoth



Bespin, the Cloud City



Dagobah



Imperial Fortress

How to Use the Force

In addition to regular moves and special moves, each fighter will be capable of busting unique Force Power moves. To access your Force Power moves, you'll have to execute or block combos to charge up your power bar. The moves are dazzling. For example, when Luke does his awesome Ranged Jedi Saber Throw he flings his lightsaber into an opponent for massive damage.

Tekken It to the Max

Teräs Käsi employs fighting styles that are reminiscent of several different games, including the traditional joystick movements of Street Fighter (mostly Dragon Punch and Fireball motions) to the rapid button tapping of Tekken. The moves in the early version we played weren't quite optimized for speed or collision, but they looked spectacular nonetheless.

Moreover, since you get different moves depending on whether your character is armed, there'll be plenty of long combos, air moves, and throws in the final version.



The Rancor Pit



Carbonite Freezing Chamber



The Forests of Endor

STAR WARS MASTERS of TERÄS KÄSI™

Jammin' with da Jedi

The attention to *Star Wars* detail is a given at LucasArts; so much so that sound, for instance, will be one of Teräs Käsi's strong points (as it is in *Jedi Knight* for the PC; see "PC GamePro" this issue). You'll thrill to the sizzle of the lightsaber, shudder over the pain of a Gamorrean grunt, and wince from Chewie's Wookiee growling. Although not every character in the previewable CD sounded exactly like their movie counterpart (guess Harrison Ford couldn't be reached), some were right on. The preview version also boasted some of the best *Star Wars* music heard yet on a home console system.



A Master-ful Game

Star Wars: Masters of Teräs Käsi could just turn out to be one of the top PlayStation games of the season for fighting gamers and *Star Wars* fans alike. The Force will be with you...soon!



Exclusive

Masters of Teräs Käsi

Exclusive

Gotcha!

Cool throws and grabs will catch your attention...and squeeze the life out of you, too!

Chewbacca



Han Solo



Thok



Leia



Luke



Arden Lyn



Hoar



Boba Fett



Darth Vader, Dark Lord of the Sith

Secret Character Revealed!

GamePro has an exclusive look at Darth Vader, one of the playable hidden characters in *Masters of Teräs Käsä*. Although LucasArts couldn't share any of his moves, here's how to play as Vader!



To play as Lord Vader, you must fight through the game on the Hard or Jedi setting as Luke Skywalker. Upon completion of the game, you can play as Darth Vader!

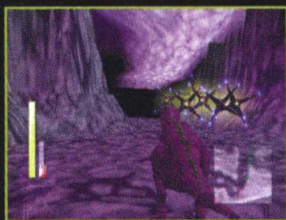




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MASTER Moves

Just so you won't feel like the new Jedi on the block, here's a partial move list to help you get started with Teräs Kāsi.*

Arden Lyn

Gazelle Kick



Tap ←, →, ○

Flip Kick Cartwheel



Tap (× ○), ○

Chewbacca

Double-Fisted Uppercut



Tap (□ △)

Two-Fisted Downswing



Tap ↓, (□ △)

Double Ankle Kick



Tap →, →, ○

Sonic Sphere



Charge ↓ two seconds, tap ←, △
Note: This move requires one to three Force bars.

Boba Fett

Thermal Detonator



Tap →, ←, △

Note: This move requires one Force bar.

Rifle Shot



Motion ↓ ↘ → △

Note: Weapon must be drawn to do this move.

Ultimate Unblockable Super Move



Motion → ↘ ↓ ↙ ← □

Note: This move requires four Force bars.

Rocket Shot



Motion → ← → △

Note: Weapon must be drawn to do this move.

Han Solo

Ankle Mid-Kick



Tap ×, ○

Triple Backhand Spin



Motion ↓ ↙ ← △

Thermal Detonator Defense



Tap ←, ←, →, △

Knee Kick



Tap →, →, ○

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the Underwear Aisle.



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SUB-ZERO

**TOP GEAR
RALLY**



Pandemonium 2



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STAR WARS MASTERS OF TERÄS KÄSI™

Hoar

One-Two Punch



Rapidly tap □, △
Staff Slash



Tap (□○)
Note: Weapon must be drawn to do this move.

Punch and Flip Kick



Rapidly tap □, △, ×
Triple Spin



Motion ↓ ↙ ← ○, ○
Note: Weapon must be drawn to do this move.

Luke

Lunging Saber Sweep



Tap →, →, □
Note: Weapon must be drawn to do this move.

Lightsaber Precision Double Uppercut



Motion → ↓ ↘ ○
Note: Weapon must be drawn to do this move.

Figure 8 Swing



Tap ←, (□△)
Note: Weapon must be drawn to do this move.

Ranged Jedi Saber Throw



Motion ← ↙ ↓ ↘ → △
Note: Weapon must be drawn to do this move and your Force bar must be full.

Leia

Quadruple Kick



Tap ○, ○, ○, ○

Double Roundhouse



Tap →, →, ○

Double Staff Swing



Tap →, →, △
Note: Weapon must be drawn to do this move.

Swing and Kick



Tap ○, □, ×
Note: Weapon must be drawn to do this move.

Thok

Spin Cut



Tap →, →, □

Twirl Chop and Uppercut



Tap (□○), △

Overhead Chop



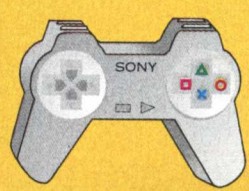
Tap →, →, △

Head-Butt



Tap (□△)

Controller Legend



- Charge = Hold the button indicated for the time indicated.
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- () = Execute commands in parentheses simultaneously.
- Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

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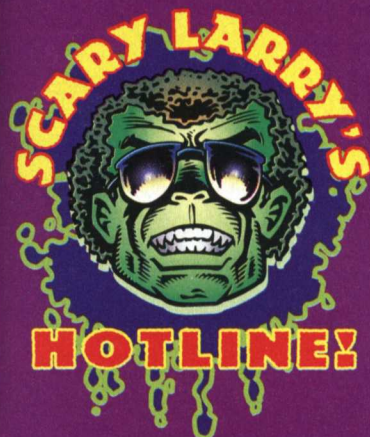
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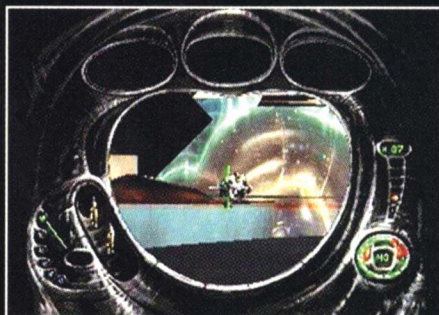
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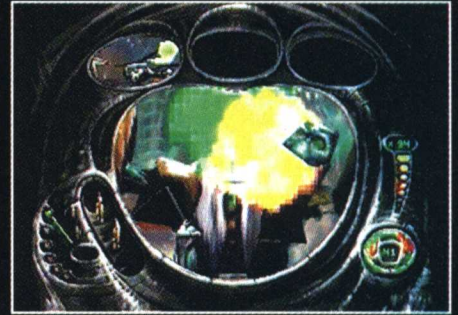
...UNTIL YOU SEE THE GREENS OF THEIR EYES.



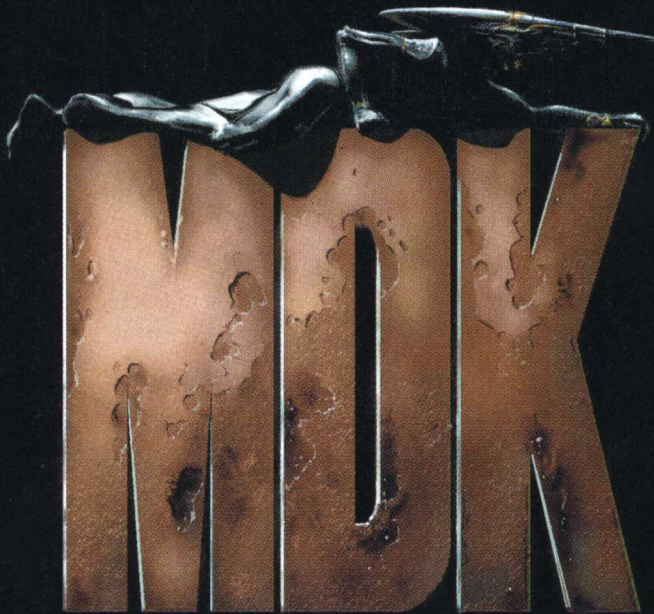
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*Ahh. Bullets or
homing grenades?*



Homing grenades.



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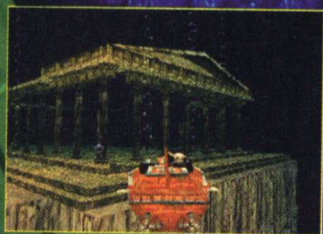
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GamePro's Holiday

Here's how to give the

If you're preparing to slog through the crowd of video games (and video game shoppers) this holiday season, help is here!

This Holiday Shopper's Guide contains the *GamePro* editors' lists of games they wouldn't mind finding under their trees...or anywhere else for that matter. It also includes "Hot Holiday Prospects," games that look like winners in their unfinished versions but haven't gone through the ProReview wringer yet. And the Lab Rat squeaks in with his...err, its picks of peripherals that would make good presents.

Happy holidays from the GamePros!

Best Action/Adventure Games

1. **GoldenEye 007** (Nintendo 64)
By Nintendo
2. **Castlevania: Symphony of the Night** (PlayStation)
By Konami
3. **Nightmare Creatures** (PlayStation)
By Activision
4. **Oddworld: Abe's Oddysee** (PlayStation)
By GT Interactive
5. **Resident Evil: Director's Cut** (PlayStation)
By Capcom
6. **Mortal Kombat Mythologies: Sub-Zero** (PlayStation)
By Midway
7. **Resident Evil** (Saturn)
By Capcom
8. **Duke Nukem 3D** (Saturn)
By Sega
9. **Doom 64** (Nintendo 64)
By Midway Home Entertainment
10. **The Lost World: Jurassic Park** (PlayStation)
By Dreamworks Interactive
11. **Time Crisis** (PlayStation)
By Namco
12. **Hexen 64** (Nintendo 64)
By GT Interactive
13. **Treasures of the Deep** (PlayStation)
By Namco

Hot Holiday Prospects

1. **Tomb Raider II** (PlayStation)
By Eidos
2. **MDK** (PlayStation)
By Playmates
3. **One** (PlayStation)
By ASC
4. **Fighting Force** (PlayStation)
By Eidos
5. **Armored Core** (PlayStation)
By Sony
6. **Duke Nukem 3D** (Nintendo 64)
By GT Interactive

Best Vehicle Combat Games

1. **Colony Wars** (PlayStation)
By Psygnosis
2. **Mass Destruction** (Saturn)
By ASC
3. **Nuclear Strike** (PlayStation)
By Electronics Arts
4. **Ace Combat 2** (PlayStation)
By Namco
5. **G Police** (PlayStation)
By Psygnosis

Best Fighting Games

1. **Street Fighter EX Plus** (PlayStation)
By Capcom
2. **Soul Blade** (PlayStation)
By Namco
3. **Fighters Megamix** (Saturn)
By Sega
4. **Mace: The Dark Age** (Nintendo 64)
By Midway Home Entertainment
5. **WCW vs. NWO World Tour** (Nintendo 64)
By T-HQ
6. **WCW vs. the World** (PlayStation)
By T-HQ
7. **Dynasty Warriors** (PlayStation)
By Koei
8. **Street Fighter Collection** (PlayStation)
By Capcom
9. **Mortal Kombat Trilogy** (Saturn)
By Midway Home Entertainment

Hot Holiday Prospects

1. **Star Wars: Masters of Teräs Käsi** (PlayStation)
By LucasArts
2. **WCW Nitro** (PlayStation)
By T-HQ

Best Sports Games

1. **Madden '98** (Nintendo 64, PlayStation, Saturn)
By EA Sports
2. **NBA Live '98** (PlayStation, Saturn)
By EA Sports
3. **NFL GameDay '98** (PlayStation)
By Sony
4. **NHL '98** (PlayStation, Saturn)
By EA Sports
5. **NCAA Football '98** (PlayStation)
By EA Sports
6. **NBA Action '98** (Saturn)
By Sega
7. **PGA Tour '98** (PlayStation)
By EA Sports
8. **International SuperStar Soccer 64** (Nintendo 64)
By Konami
9. **Triple Play '98** (PlayStation)
By EA Sports

Hot Holiday Prospects

1. **NBA Shoot Out '98** (PlayStation)
By Sony
2. **NCAA GameBreaker '98** (PlayStation)
By Sony
3. **Wayne Gretzky's 3D Hockey '98** (Nintendo 64, PlayStation)
By Midway Home Entertainment
4. **NCAA March Madness '98** (PlayStation)
By EA Sports
5. **NBA In The Zone '98** (Nintendo 64)
By Konami
6. **Nagano Winter Olympics** (Nintendo 64, PlayStation)
By Konami

Shopper's Guide

g i f t o f g r e a t g a m e p l a y .

Best Action / Adventure Games

(Rated Kids to Adults)

- Diddy Kong Racing**
(Nintendo 64)
By Nintendo
- Star Fox 64** (Nintendo 64)
By Nintendo
- Mega Man X4**
(PlayStation, Saturn)
By Capcom
- Herc's Adventures**
(PlayStation, Saturn)
By LucasArts
- Blast Corps** (Nintendo 64)
By Nintendo
- Mega Man 8**
(PlayStation, Saturn)
By Capcom

Hot Holiday Prospects

- Crash Bandicoot 2: Neo Cortex Strikes Back**
(PlayStation)
By Sony
- Croc: Legend of the Gobbos** (PlayStation)
By Fox Interactive
- Sonic R** (Saturn)
By Sega

16-Bit Hot Holiday Hits

SNES Stocking Stuffers

Arkanoid
Space Invaders

Genesis Classic Reissues

Desert Demolition
Ecco: The Tides of Time
Mega Bomberman
Sonic the Hedgehog 3
Super Monaco GP
Taz: Escape from Mars
Vectorman

Best PC Games

- Diablo**
By Blizzard
- Jedi Knight: Dark Forces II**
By LucasArts
- MDK**
By Playmates
- Interstate '76**
By Activision
- Hexen II**
By Activision
- Dungeon Keeper**
By Bullfrog
- Ultima Online**
By Origin
- Shadow Warrior**
By GT Interactive



Hot Holiday Prospects

- Quake II**
By id/Activision
- Riven**
By Red Orb
- Myth: The Fallen Lords**
By Bungie
- Half-Life**
By Sierra
- Starcraft**
By Blizzard
- Unreal**
By GT Interactive
- Blade Runner**
By Westwood
- Dark Earth**
By MicroProse



Best Role-Playing Games

- Final Fantasy VII**
(PlayStation)
By Sony
- Ogre Battle Limited Edition: The March of the Black Queen** (PlayStation)
By Atlus
- Shining: The Holy Ark**
(Saturn)
By Sega

Best Racing Games

- Diddy Kong Racing**
(Nintendo 64)
By Nintendo
- NASCAR '98**
(PlayStation, Saturn)
By EA Sports
- Moto Racer** (PlayStation)
By Electronic Arts
- Formula 1 Championship Edition** (PlayStation)
By Psygnosis
- Extreme G** (Nintendo 64)
By Acclaim
- Multi Racing Championship** (Nintendo 64)
By Ocean
- San Francisco Rush**
(Nintendo 64)
By Midway Home Entertainment
- Top Gear Rally**
(Nintendo 64)
By Midway Home Entertainment
- Felony 11-79** (PlayStation)
By ASCII Entertainment

Hot Holiday Prospects

- CART World Series**
(PlayStation)
By Sony
- Sonic R** (Saturn)
By Sega

Best Puzzle Games

- Bomberman 64**
(Nintendo 64)
By Nintendo
- Puzzle Fighter II**
(PlayStation, Saturn)
By Capcom
- Tecmo Stackers**
(PlayStation)
By Tecmo
- Saturn Bomberman**
(Saturn)
By Sega
- Poy Poy** (PlayStation)
By Konami
- Tetrisphere** (Nintendo 64)
By Nintendo
- Parappa the Rappa**
(PlayStation)
By Sony
- Wheel of Fortune 64**
(Nintendo 64)
By T-HQ

Hot Holiday Prospects

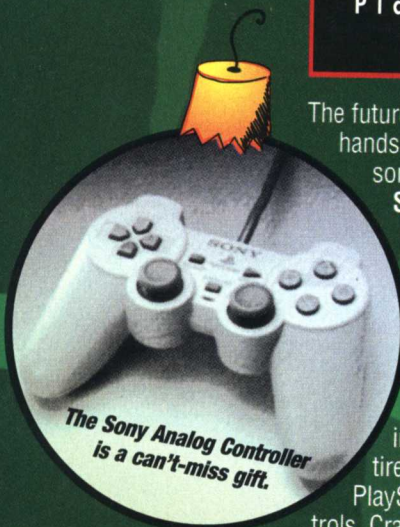
- Intelligent Cube** (PlayStation)
By Sony

Scrooged!
Do Not
Open... Ever!

ClayFighter 63½
Crow: City of Angels
Dragon Ball GT
Fantastic Four
Monster Rancher
NFL Full Contact
Rush Hour
Sentient
Swagman
VMX Racing
War Gods

Best Peripherals

PlayStation Pals

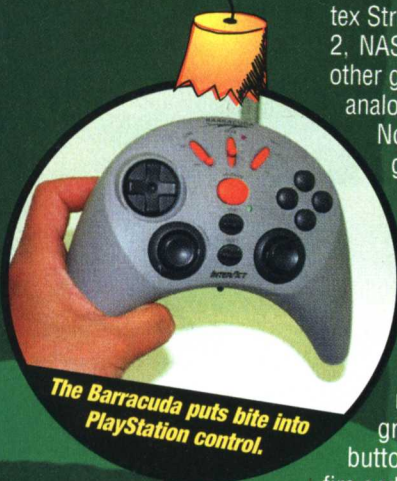


The Sony Analog Controller is a can't-miss gift.

The future can be in your hands this holiday season. **Sony's PlayStation Analog Controller** is a sure-fire gift hit. This is a larger version of the standard PlayStation controller that houses two analog thumbsticks, introducing an entirely new dimension to PlayStation game controls. Crash Bandicoot 2: Cortex Strikes Back, Ace Combat 2, NASCAR '98, and many other great games support the analog. Excellent!

Now if you really want to get into complex PSX controls, check out the **Barracuda** by Interact. You can program the Barracuda's analog control sticks to work with any PSX game, analog-compatible or not. You can also program moves into its 16 buttons, and you get auto-fire and slo-mo. It's a real bonanza for control freaks.

Remote Wizard by Nuby is a couch potato's dream. You can play your PSX and control your TV, too. You can even rig the remote to go up against another player using a regular wired controller or a light gun.



The Barracuda puts bite into PlayStation control.



Long-distance gaming's a breeze with the Remote Wizard.

Great PSX Guns



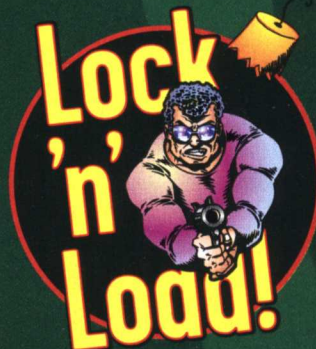
Peacemaker power!

Some players swear that happiness is a warm gun. **Nuby's Peacemaker** creates peace on virtual Earth with buttons for reload and special weapons.

Naki, on the other hand, shoots for the moon with its **Lunar Gun**. It makes a solid gift, though the laser-gun sight attachment will help you more with your grip than your aim.



Shoot without the sight with the Lunar Gun.



N64 Controllers Rumble All the Way



You need four N64 controllers! Rumble Paks, too!

Every N64 gamer needs another **Nintendo 64 controller**... or three. **Nintendo's** are the best. Whoooooaaa... hey, they come in all sorts of colors (which match individual multi-player channels in some games, by the way). You can really pump up the pulsating pleasure by tossing in a **Rumble Pak**, too.

GameSharks



The Sharks are in the water!

Your favorite gamer will luv ya if you show him how to do amazing game-busting stuff by using the preprogrammed codes in the **GameShark**. If you have the knack, you can learn to hack your own codes, too. **Interact** has Sharks for PlayStation, Saturn, and Nintendo 64.

for Presents

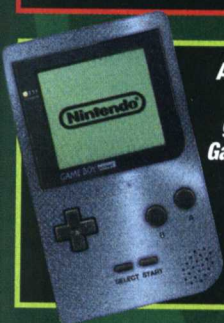
It's the
Wheel Deal!



V3 by Interact
wheels and deals.

Wheel controllers used to be lame, but the **V3 Racing Wheel's** solid design makes it worthy as a different sort of gift for hard-drivin' racing game fans. The separate analog foot pedals are cool, and you get 300-degree rotation. **Interact** has 'em for the N64 and PlayStation.

Game Boy
Pocket



A classic
holiday
gift! The
Game Boy
Pocket!

Here's a great gift. **Nintendo's** game-system-in-your-pocket is an all-time classic, right up there with Swiss Army knives. The **Game Boy Pocket** comes in multiple colors, but clear is really slick. Don't forget to get some games from the library of 200. If your pal already has his Boy, you might shed some light on the subject with the **Game Light** by **Nuby**. Yeah, it really works well for darkened gameplay.

The game.com



The game.com looks like a heavy-duty handheld system, with Internet connectivity, too.

Tiger Electronics is ready to roar onto the video game scene. The **game.com** handheld video game system is a sleek and slender monochrome game system. Tiger's moving up after a fashion from its popular (if somewhat cheesy) kiddie handhelds to a full-fledged 8-bit game system geared to bump buttons with the Game Boy.

At press time Tiger promised a formidable array of games that sounds almost too amazing to be true. How about **Turok: Dinosaur Hunter**, **Duke Nukem**, **Madden Football '98**, **The Lost World: Jurassic Park**, **Mortal Kombat Trilogy**, and **Fighters Megamix**? Want more? Try **Sonic Jam**, **Batman & Robin**, **Williams Arcade Classics** (**Joust**, **Defender**, **Defender II**, **Robotron**, **Sinistar**), **NBA Hangtime**, **Henry**, **Jeopardy**,

Wheel of Fortune, **Quiz Wiz**, **Name That Tune**, and **Casino**.

Also promised for the holidays is Internet connectivity! That's right, with a browser cartridge and a special external modem, Tiger claims that you can connect to the Internet to send and receive e-mail.

The game.com is certainly game. Tiger's going to earn its stripes going up against Nintendo, but the game.com's a nifty little device and a great gift for the gamer who has everything.



Turok is preparing to rock on the game.com.

'Twas the issue before Christmas and all through the lab not a creature was stirring...except da Lab Rat! As Santa's ratty little helper, I've dug into my pile of game gear for can't-miss stocking stuffers.

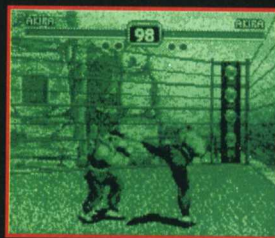
By The Lab Rat



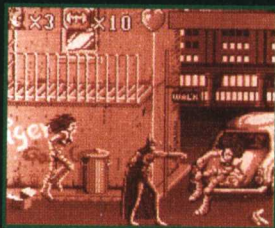
Mortal Kombat looks like the real monochrome deal.



Madden Football is a big-time game for a little machine.



Tiger has 2D Megamix.



Batman & Robin beats 'em up for the game.com.

Special Feature: Holiday Shopper's Guide

Toward the Perfect PC

While the Rumble Pak shakes up Nintendo gamers, Microsoft is ready to absolutely blow away PC fans with the **Sidewinder Force Feedback Pro**. The Sidewinder simulates the recoil of a machine gun or the rough terrain of an off-road car chase, all in the palm of your hand. Imagine feeling the jolt of an incoming laser blast in the Windows 95 version of **Shadows of the Empire** or wrestling against the pull of a flat tire in **Interstate '76**, and you have a good idea of how this stunning stick can truly change the way you'll play some PC games.

If you think this holiday's crop of PC games looks good, you'll think they look even better with a 3Dfx-compatible PC accelerator card installed in

your computer. Using the same technology found in arcade games like **San Francisco Rush** and **Mace: The Dark Age**, a 3Dfx board works in conjunction with your existing video card, taking a lot of the heavy graphics work away from your PC's processor and adding a whole lot more visual punch. The list of supported games is growing daily (about 70 at press time, with another 100 or so in development)

and the two best cards on the market: **Diamond's Monster 3D** and **Orchid's Righteous 3D**. **G**



GamePro Rules!

By Johnny Ballgame and The Rookie

(Sung to "Jingle Bells")

Dashing through the store
To grab a game like Mace
Tripping on a 64
Wanna see Lara Croft in lace
Ho! Ho! Ho!

Sonic grabs gold rings
Madden sacks your ass
Only buy Clayfighter
If you want some laughs
Ha! Ha! Ha!

GamePro Rules! GamePro Rules!
Get your best tips here!
Scary Larry's livin' large
And Johnny Ballgame shows no fear!
HEY!

GamePro Rules! GamePro Rules!
It's gaming at its best
Major Mike goes gung ho
And the Rookie's "Stone Cold" fresh!
HEY!

THANKS FOR MAKING GAMEPRO #1!
KEEP ON GAMING!
DR. Zambie
Happy Holidays!
Brett Recter
Happy Holidays!
Tom-Eye Dragon

Happy Holidays!
Happy New Year!
Gimme GamePro!!
Savanna Hoffert
Keep Playin'
J. Ballgame
Happy Holidays!
Chrisman
Happy Holidays!
Shelly Reunis
GamePro Rules!
Black Widow
Happy Holidays!
Claudia Fung

Happy Holidays
from everyone
at GamePro!



better shred than dead!



Pull off radical stunts
or eat asphalt!

Manners are
for mailmen -
kill pedestrians!



one psycho cyclist.
250 extreme errands.
a whole city of hurt.



Catch big air. Earn cash.
Buy better bikes.

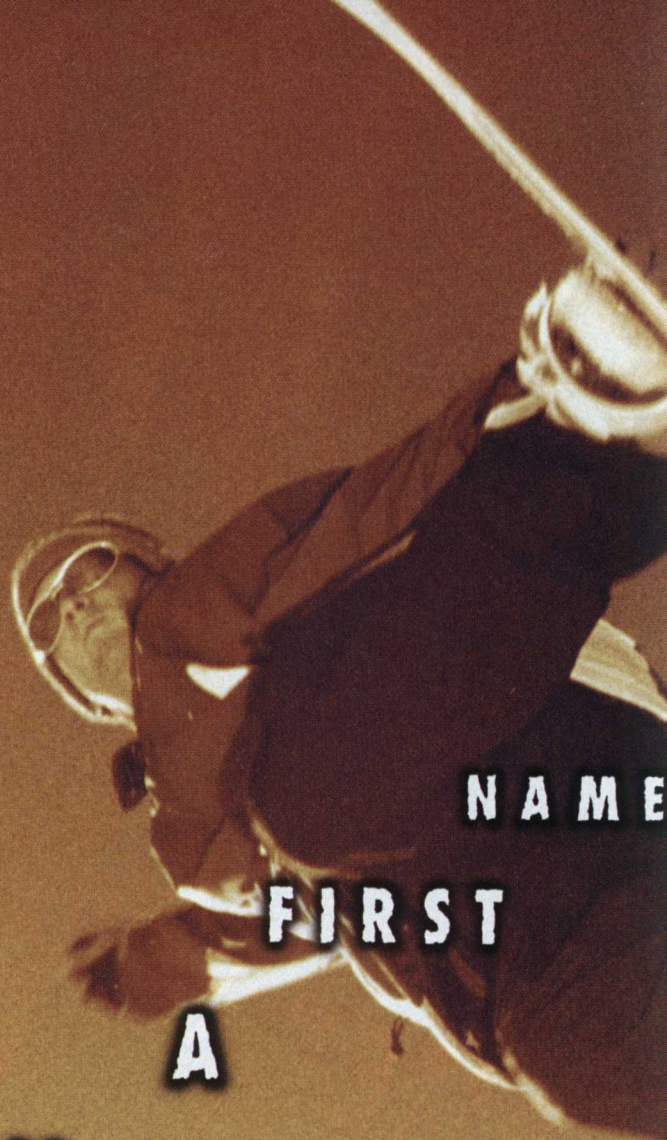
EXCLUSIVELY FEATURING

GT
Bicycles

**COURIER
CRISIS**



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TOYS'R'US

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* estimated selling price is \$229 before \$30 mail-in rebate. actual dealer price may vary.

offer valid on purchases between Oct. 1, 1997 and Jan. 15, 1998.

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TACTICAL ESPIONAGE ACTION METAL GEAR SOLID

As Metal Gear Solid gets set to rock the PlayStation in 1998, GamePro gets the scoop from its creator, Hideo Kojima. By Ken Ogasawara and Major Mike

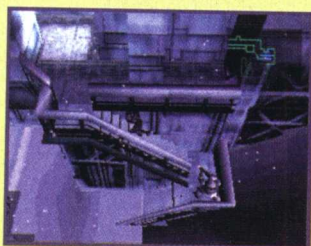
Special Feature: Metal Gear Solid

"We wanted Metal Gear Solid to have the fast responsiveness of a 2D game while giving the player the impression of reality in a 3D world."

NES vets will recall the great Metal Gear and its cool sequel, Snake's Revenge, two commando carts that made their reps by dishing out equal parts of stealthy sneaking around and red-hot combat. Metal Gear Solid updates that action formula for the '90s and the PlayStation with striking visuals, spectacular effects, and intriguing gameplay.

For a title that isn't due out until 1998, Metal Gear Solid's generating some serious buzz—and it has been since last summer. At the Electronic Entertainment Expo in June, a three-minute videotape of the game revealed enough to make it one of the most talked-about titles at the show. And at the recent Tokyo Toy Show in Japan (see "Overseas Prospects," this issue), preview versions dispelled any remaining doubt that this game will rock!

GamePro recently met with the game's creator, Hideo Kojima, to find out what the game—and the buzz—is all about.



As MG Solid's protagonist, Snake, your main weapon is stealth.

Just Call Me "Snake"

MG Solid takes place in the year 2005 with the world's safety at risk by nuclear terrorists. Snake returns as an army of one to bring down the enemy. In addition to tossing mean knockout punches and kicks, this time he'll be able to sneak up behind adversaries, put them in a headlock, and drag them around to use as human shields.

Of course, you'll collect potent armaments, too. These include pistols with silencers, machine guns, grenades, C4 plastic explosives, and remote-controlled missiles. It's a weapon lover's dream!

Gear Up For Action

The visuals in the preview version kick with tough 3D graphics, multiple gameplay views, and slick effects. A ninja with a cloaking device who appears as a faintly outlined blur produces some of the most impressive effects. When he runs around or jumps over things, he causes a disturbance: If he steps on a couch, his foot leaves an indentation; if he runs by a desk, papers rustle.

Even at this early stage of development, Metal Gear Solid already

looks more than... well, solid. Metal Gear fans and action gamers can begin the countdown to adventure.

Man Behind The Metal



Hideo Kojima, director of the Metal Gear Solid team

In the days following the Tokyo Toy Show, Konami of Japan hosted a rare tour of its development facilities in Tokyo and Osaka, including an interview with the creators of Metal Gear Solid.

Hideo Kojima is the director of the Metal Gear Solid team. He made two adventure games before starting Metal Gear Solid—Snatcher and Policenauts. Kojima originally wanted to be in the movie business, so he's making sure Metal Gear isn't just a high action game, but also has a compelling story. "As you play Metal Gear Solid," he says, "you should feel the same intensity as in a movie." Kojima's office is filled with toys, figures, and a pile of Lego building blocks that he uses to construct 3D areas to see what the actual camera views may look like.



Metal Gear's gameplay isn't all sneaking around—there are also intense action sequences.





Kojima Tells All

Hideo Kojima, *Metal Gear Solid*'s creator, chatted with *GamePro* about his project.

GamePro: What are *Metal Gear Solid*'s strong points?

Hideo Kojima: In *Metal Gear Solid*, you advance by not being spotted by the enemy. This covert aspect is the game's major theme. To give the theme maximum impact, we created a world of full 3D polygons—a world that gamers can totally immerse themselves in.



The environments were designed to give the responsiveness of a 2D game within a 3D world.

Several 3D games, especially corridor shooters, use the Doom engine. Those games, however, have controls that are difficult to master. You may even feel slightly nauseous from the movement. To get around this, we wanted the controls and the gameplay views to give *Metal Gear* a 2D feel.

For example, 80 percent of *Metal Gear* is played from a top-down quarter-view angle; however, you can change to a first-person view on the fly. When your character slides along a wall, then peers around a corner, the camera angle shifts from above him to an angle that's level with him. This view enables you to see what's in front of and behind him.

We wanted *Metal Gear* to have the fast responsiveness of a 2D game while giving the player the impression of reality in a 3D world.



You can switch to a first-person view on the fly.

GP: How is the PlayStation as a development platform?

HK: I don't worry about console hardware. The first *Metal Gear* title was made 10 years ago. At the time, there were many things I wanted to do, but couldn't because of hardware limitations. I was able to produce about 20 percent of what I really wanted.

GP: How satisfied are you this time around?

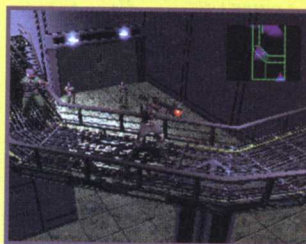
HK: About 60 percent [laughs]. I always wanted to make the covert entry scarier and more intense. When I heard about the PlayStation's capabilities, I thought maybe I could make the game I always envisioned. It was like 10 years ago, I had only a pencil and paper to create with; this time around, it's

like creating with a box of 16 crayons. I always want to create the best game with the available technology.

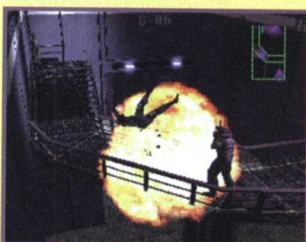
GP: What's the story line?

HK: The game's set around 2005, deep in a nuclear weapons facility in Alaska. Fox Hunt, a special-forces team of genetically engineered soldiers, takes over the facility. If their demands aren't met within 24 hours, they'll start launching nuclear warheads. This is a key element in the story, but that's all I can say about it.

The hero, Solid Snake, is sent in to defuse the situation.



Snow's spotted on a catwalk by a guard...



...and promptly blows him away with a rocket launcher!

GP: Will players have only 24 real-time hours to get Solid Snake through the mission?

HK: No, not real-time hours.

GP: Does the story change based on how you play? Are there multiple endings?

HK: No, the main story doesn't change, but there are two different endings.

GP: *Metal Gear Solid* co-stars Merryll Silverburgh from *Policenauts*, and *Snatcher* has references to *Metal Gear*. Do all your games take place in the same world or is it just a coincidence?

HK: All those games are set in different worlds. Merryll is from *Policenauts*, but I created the *Metal Gear* and *Policenauts* scenarios at the same time. While making *Policenauts*, I really enjoyed Merryll so I made her Solid Snake's partner.



Merryll Silverburgh from *Policenauts* is Snake's partner.

GP: *Metal Gear Solid* has similarities to the NES game *Snow's Revenge*—especially the exclamation points that appear over enemies' heads when they discover Snake.

HK: Yes. As in *Snow's Revenge*, Snake in *Metal Gear* begins unarmed. In a normal covert operation, this would never happen. In *Metal Gear*, he'll have cigarettes and a pair of binoculars. However, the more you get into the game, the more weapons, armor, and items you collect.



***Metal Gear Solid* has its roots in *Snow's Revenge* for the NES.**

GP: Are there more weapons than in the previous games?

HK: Yes. In *Snow's Revenge*, there were things you couldn't do because of the Nintendo's hardware limitations. Since everything is 3D in *Metal Gear Solid*, you can zoom in with a scope, and you can see from several angles. We used these angles to create new tricks. For instance, you can use a missile cam to control a missile from the missile's viewpoint. You

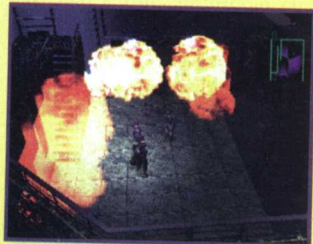
can then send in a missile to check out rooms without physically moving the player.



Snake collects several weapons, including a rocket launcher.

GP: Did you do anything special to the enemy A.I.?

HK: The enemies will use their eyes and ears. When something is within their field of view, like a foot sticking out from behind a wall or a large box in the middle of a hallway, they'll become suspicious and investigate it. Enemies also make decisions based on sound. They can determine how close or how far away the sound is, and they can tell the difference between



With Metal Gear Solid's advanced enemy A.I., enemies investigate strange occurrences with caution rather than blindly charging in.

a knocking sound and gunfire. The enemy A.I. also responds differently to attacks. They'll call for backup before charging in. If an obstacle prevents them from targeting you with a gun, they'll pull out a grenade and toss it over the obstacle to try to nail you.

GP: We've heard that the MGS team went to America to study SWAT teams.

HK: Yes, we learned various things about their uniforms and armaments as well as their tactical movement and tactical

thinking. The most important thing we learned was the intense stress the SWAT members experience. Before, I had only seen SWAT teams on TV or in movies. By seeing the real thing in action, I discovered a huge gap between the fantasy and reality. Bringing



Metal Gear's developers observed real SWAT teams in action to help them design the game.

the real thing into a game situation, however, is very difficult. In terms of gameplay, I've tried to walk the fine line between reality and the unreality of a video game.

GP: How many people were involved in the development of the game?

HK: Approximately 20. I can't keep track of a hundred people. I like to know who is working on what and how they're feeling. The scenario creation has been in development for a long time, but actual programming and design have been going on for about a year.

GP: The video at E3 featured excellent computer-generated cinemas. Will there be real-time FMV in the game?

HK: The first few seconds in the video we showed at E3 was a CG rendered movie. All the rest was actual gameplay.



Metal Gear features impressive computer-generated sequences.

GP: How many CDs will the game be?

HK: Currently, just one. For all the demos and movies, we try to use real-time processing. Depending on what the player has done up to certain points in the game, the camera angles can be changed to give different dramatic effects.

GP: The ninja's cloaking effect looks similar to what was in the movie Predator. Are there any other special effects in the game that are influenced by movies?

HK: Actually, the ninja's cloaking effect is the result of a bug. Of course, it wasn't totally coincidence since we wanted that effect anyway, but we did get a somewhat unexpected result.



One of Snake's enemies is a ninja with a cloaking device.

Our philosophy is to not worry about hardware limitations, but to focus on what we want in the game first, then go back and fit it within the limitations. If that produces something unexpectedly great, then we put it in.

GP: Will Metal Gear Solid appear on the Nintendo 64?

HK: It's certainly possible, but the colors and textures would change drastically.

GP: Will the game be compatible with the PlayStation's analog controller?

HK: We want to make it compatible. Currently, development is geared toward that direction.

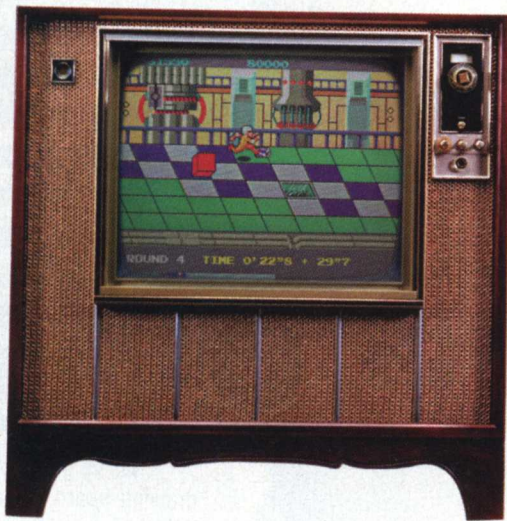


Most of the game is played from an angled top-down view.

GP: When will Metal Gear Solid make its American debut?

HK: When I went to E3, Metal Gear was very well received and it raised my expectations for the American market. I'd like to bring it out at the same time as in Japan or with as little lag time as possible. We have a script of dialogue this big [holds his hands about a foot wide] to go into the game. The translation into English takes a long time, but if the American version is released later, it may be a better product. As it stands, the game may come out in America sometime next summer. **G**





Kinda like reruns. Even more fun the second time around.



www.namco.com

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Rising Shiny

GamePro recently took a little trip down to Laguna Beach, California, to check in with our friend David Perry and his brain-child, Shiny Entertainment. We came back with da buzz on *Messiah*, *Fly By Wire*, *Sacrifice*, and *Wild 9s*.

By Scary Larry



Welcome to a new feature in GamePro called "Spotlight On!"—showcasing exciting new games and companies. GamePro brings focused behind-the-scenes video game news straight into your home, again!

Nestled snugly in the California coastside about an hour south of Los Angeles, Shiny Entertainment reflects its philosophy—Cool Rules—even in its geographical placement. Its offices are located in the Laguna Beach Art Center, and the laid-back layout also mirrors Shiny's low-key approach to making great games. If you pay the talent, they will come. If you give the talent a comfortable setting, they will produce.

We met with David Perry, the industry wunderkind who was responsible for such innovative titles as *Aladdin* for the Genesis and *Earthworm Jim*.

As he was wrapping up work on MDK (see the review this issue), Perry answered a few questions about the newest buzz—*Messiah*, an apocalyptic action/adventure game that not only uses new, soon-to-be-patented technology, but is also creating a swirl of controversy due to its combination of religious and sexual imagery. It will be a simultaneous PlayStation and PC release in the spring of 1998, with nominal differences in graphics between the two.

"What we want to do technically with *Messiah* is blow the doors open on the PlayStation," declares Perry. "We are constantly finding new ways to circumvent the limits of the hardware, and in the course, we're finding better ways to integrate the software and hardware for a completely different bag of tricks."

"Basically, what we've done is create regenerating polygons based on mathematical algorithms. Simply put, the polygons create themselves in real time, so that effective and realistic total body skin textures are stretched, reformed, then stretched again. Imagine a polygonal character whose muscles flex when throwing a

punch or whose muscle striations are so crystal-clear when they're climbing or running, you'd think you were in the gym with them."

Once you've seen the game footage of *Messiah*, it's almost impossible to imagine games being done any other way. One of the main characters has such amazing detail in her movements, it's hard to take your eyes off her. Her skin and clothing tighten when she walks, and her joints never reveal so much as a seam during gameplay. This is a far cry from polygon-rich games like *Tekken 2* and *Toshinden*, where the squarish, blocky shapes of arms and legs seem to be held together at odd angles. But where else is Shiny using this technology?

"We've gone back to the drawing board, literally, with *Wild 9s*," says Perry. "As much as we can, we're trying to incorporate this new technology into every title we're producing for a more realistic look."

This technology should open up a whole new vein of excitement among programmers, who are always looking for creative ways to expand their horizons. Perry says, "Programmers who are doing great work illustrating characters at 700 polygons per are being wooed by us with this simple carrot—we tell them that we are creating polygon-based characters at 12,000 polys per. They jump ship just to work on something more exciting."


As far as patenting this groundbreaking technology, Perry also states, "We're going into a patent meeting this afternoon, but I'm not really worried about it. Big companies, like id, are saying that this technology doesn't exist except in Shiny's mind. As this tape shows, the technology exists, and it is being used."

We have seen the future of video games, and the savior looks like *Messiah*.

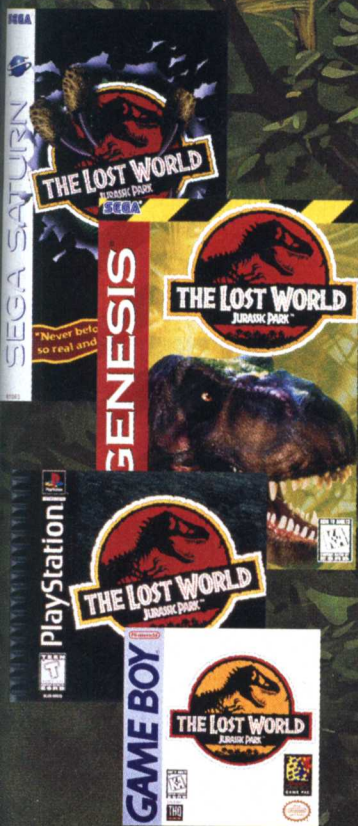


Messiah: New Game Screens!





Lose this game and you're lunch.



The Lost World – Jurassic Park, the summer's hottest movie, is now available for Sega Saturn, Genesis, PlayStation and Game Boy. You'll find it at Target.





Shiny New Prospects

Wild About Wex

Shiny isn't going to sit on its Messianic laurels for long. It's already developing other games that incorporate the Messiah technology...or at least that's the hope it has for its lineup. One of the first games out of Shiny's gates (after MDK for the PlayStation) will be **Wild 9s**, a futuristic action game featuring Wex, a teen cyborg.

"Wild 9s was one of those nuggets of an idea that blew up into a full-force game," says Perry. "We wanted to take the concept of someone who has this huge metal arm that could burn or electrocute enemies and find new ways to use it." One of those ways includes a unique method of destroying spacecraft. "You literally attach your arm to the spacecraft, and as it takes off, you're still attached to it—but you're draining its power, so it will eventually crash." Wild 9s has been in development for over a year now, but Perry is optimistic that it will make an April 1998 release. "I haven't been as involved in Wild 9s as I was with MDK," says



Perry, "but I'm back on the project, and we are trying to incorporate the Messiah technology into the game."



Chopper Stopper

Perry's interests these days lean toward the Zen-like simplicity of model helicopter flying, and the joy from that hobby has spawned his real-life video-game baby **Fly by Wire**, described by Perry as Shiny's Parappa the Rappa. "Fly by Wire will be the first game designed specifically for the Sony analog controller, which is built much like a radio controller for model choppers," says Perry, "and it will feature the most complex physics ever for a PlayStation game." So will the controls be hard to handle? Perry states, "Giving someone complete control over a vehicle isn't always a good thing. There should be

some leeway, some unknown factor that hinders control—real life doesn't always give you full control over events. In *Fly by Wire*, the pitch and yaw of real helicopter flying will dictate that no two players will be able to fly the same way." His other claim for *Fly by Wire* is a bold one: "We guarantee that after mastering *Fly by Wire*, you'll be able to fly a real-life model helicopter." *Fly by Wire* is scheduled for a summer/fall '98 release.



When Worlds Collide

Sacrifice is another Shiny venture that's sure to raise the ante in design and technology for video games. Little has been revealed about this game, except for what Perry tells us will be a revolution in "background technology. Imagine a video game where you can see nine miles into the distance. Your character will be able to run into the background, and from a distance you will see background elements getting closer incrementally.

There will be no draw-in and no fog effects to mask clipping issues. *Sacrifice* will also use the Messiah technology in its gameplay." What little we could gather is that *Sacrifice* is a game where whole worlds battle each other, no small feat for Shiny's crew. *Sacrifice* is scheduled for a Christmas '98 release. **G**



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SEAL Squad 2040

It's Wave Race 64 with guns, and it's coming to the PlayStation! Check out SEAL Squad 2040 from a little company known as Head Games. —By Scary Larry

In SEAL Squad 2040, an international league of terrorists known as the DREAD is trying to dam up every waterway in the world by using a network of barricades, hydro dams, radar systems, and genetic mutants. You're a one-person demolition team, part of an elite Sea, Air, and Land (SEAL) unit. You'll be sent into the hottest, wettest, most enemy-infested swamps, rivers, ice streams, and more as you blast and burn DREAD installations with high-tech weaponry.

Wet and Wild

You'll start each mission fully armed and dangerous in a huge, weapon-heavy hovercraft. But as you progress through the levels, you'll jettison parts of your craft and end up with a sleek, superfast jet ski. You can also pick up additional help in the form of cluster bombs, mines, and holographic projectors.

What will separate this game from Jet Moto 2 and Wave Race 64? For starters, Head Games is striving for stunning graphical detail with fully animated polygonal characters that look like rendered cinemas—we saw an AVI clip of gameplay that would knock your wet suit off! The game's watery graphics will closely resemble those of Wave Race, sporting realistic ocean movements—something PlayStation owners have yet to see. Even better, SEAL will showcase combat and weaponry that is sure to jack up your adrenaline levels.

SEAL of Approval

SEAL Squad is a rough work in progress, and the early call is that it might not land until December 1998. But with a solid effort by Head Games over the next year, SEAL Squad could be the next wave in action/adventure for the PlayStation. **G**



Hard ridin' and fast shootin' might make SEAL Squad a hit.



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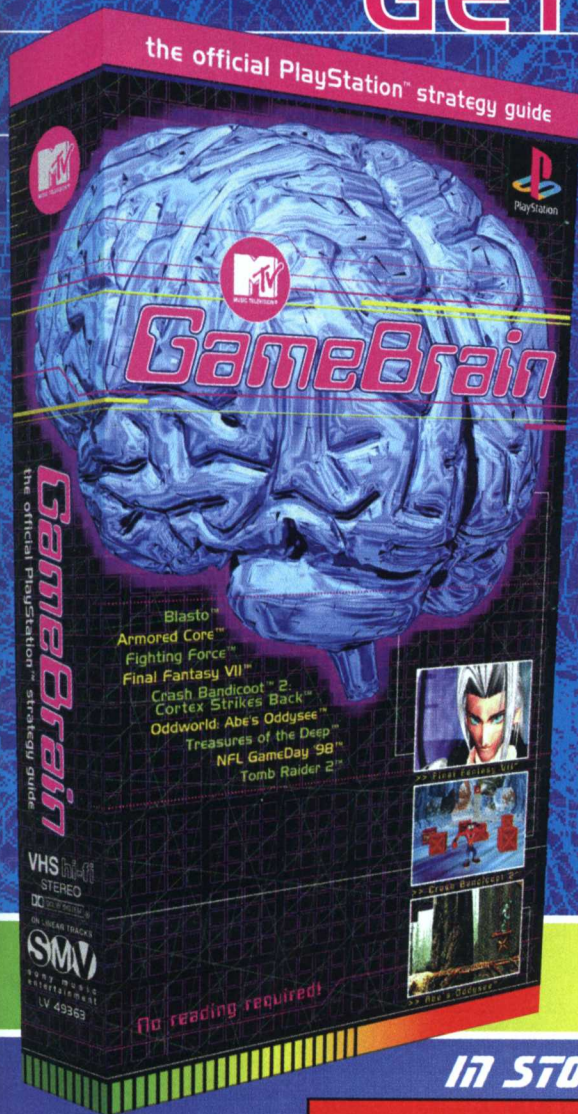


These work-in-progress concept drawings promise a game filled with action, adventure, and fast-paced fun!

The SEAL team is
primed and ready
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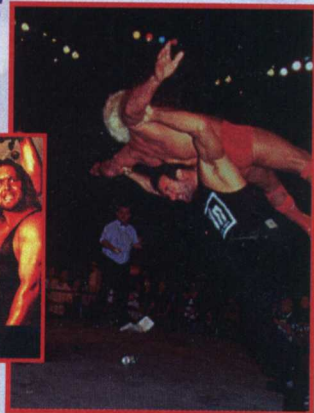
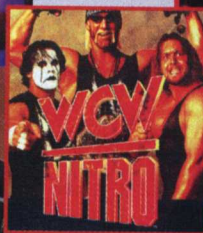
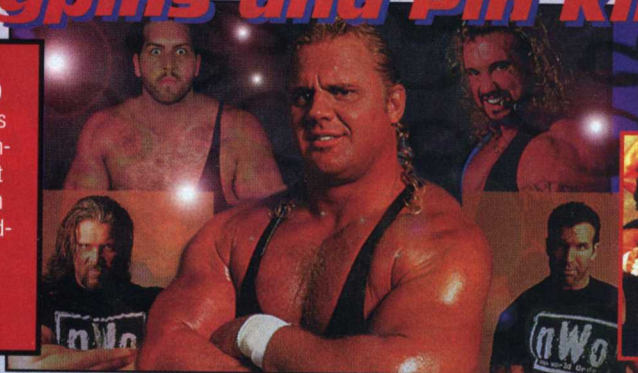


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Of Kingpins and Pin Kings

For the young and the wrestle-less, WCW/NWO wrestlers Diamond Dallas Page, the Giant, Curt Hennig, Kevin Nash, and Scott Hall share their views on games, violence, and old-school Pong matches.

By Scary Larry and Johnny Ballgame



If it happened in the ring...



...then it's in the game!

GamePro: Do wrestlers bring video game systems with them on the road and play games in their down time?

Diamond Dallas Page: Yeah, there are a lot of Game Boys out there. I think Booker T's the biggest video-game junkie. I don't get as much time to play as I want to. But I'll definitely play WCW Nitro for the PlayStation.

Giant: I'm a video game player. I've always liked the Mortal Kombat games and lately I'm into Panzer Dragoon. I'm looking forward to Nitro because it'll be easier to sit in my hotel room and beat the crap out of everybody than to actually go into the ring and do it.

GP: As a kid did you play video games?

Diamond Dallas Page: Up until a few years ago I was a video-game junkie. I loved Karate Champ, where you'd do spin kicks and foot sweeps. My buddies and I used to play for money, but now you have to read magazines like *GamePro* and remember every frickin' combination in the planet to really be good. But I'll learn WCW Nitro because the wrestlers will all play each other as themselves, so it should be fun. Especially with Booker T, because he really gets into it.

Giant: Arnold Palmer Golf was my favorite, but my first video game...Star Wars arcade game from Atari. And then Pac-Man and Mario Brothers—that was the first home video game that I ever

got addicted to. Now the original Mario Brothers seems so plain. You see the Tekken and Virtua Fighter series and it's unbelievable how far games have come.

Scott Hall: I had the old school Pong, man. I remember when Space Invaders was revolutionary and how happy I was the first time I cleared the first level.

Kevin Nash: I remember when Centipede was the bomb for a while, too, and Defender. You know what I used to love? Remember that game a long time ago called Berserk? It had those little guys and you shot them around the corner, and the white ones were real fast.

GP: Do you think that the simulated violence in video games or wrestling corresponds to violence in real life?

Giant: No, I don't think so. Violence in real life has to do with the economic and social pressures people go through. I don't think video games trigger that. I know when I was younger and frustrated, I could vent by playing hours of Arnold Palmer Golf or Street Fighter II.

Diamond Dallas Page: Violence is everywhere, and I think that if you're going to be a violent person, a video game is not going to encourage it. As for wrestling, there are a lot of people doing

the Diamond Cutter [DDP's signature move]. They just arrested somebody in Pennsylvania because he jumped up on a chair and into the air and gave a security guard a Diamond Cutter.

Curt Hennig: I don't believe wrestling encourages violent behavior. Wrestling is the oldest sport in the world. It's very natural and it gives kids something to do that is very positive.

Mike Cihak, president of InLand Productions (the makers of WCW Nitro), answers a few questions about InLand's new wrestling game.

GamePro: What new technology does your game bring to the table?

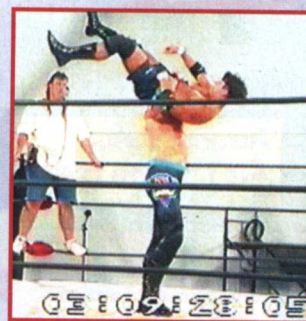
Mike Cihak: We are the first to develop a seamless, closed mesh, fully texture-mapped animation system. What this means is that there are no separations between a character's arms and legs. The entire body is covered with a seamless skin that is texture-mapped with digitized images of the entire wrestler. This is why the characters in our game look so incredible. The guys at Shiny Entertainment say they just invented this a few months ago, but we've had this technology for over a year and now have the game to prove it.

GP: What sets your game apart from other wrestling games?

MC: Wrestling is a personality sport. Our game is the first 3D wrestling title that took the time to accurately re-create the images and personalities of the WCW. The graphical approach we took makes Nitro look better than any game to date.

GP: Where do you see the future of video games headed?

MC: John Romero has been running around saying technology has reached critical mass, and that story is the key to making great games. This is a load of crap! New technology that allows more film-style special effects in real time, and the continued support for the analog controller, will provide a solid platform for more real experiences.



Diamond Dallas Page beats up a scrub while being motion-captured in the studio.

GP: Who's the toughest wrestler in the WCW?

Curt Hennig: Me.

Kevin Nash: Me.

Scott Hall: Me.

Diamond Dallas Page: Me.

Giant: Me. **G**

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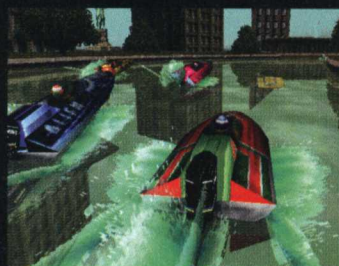
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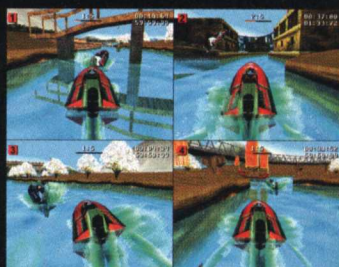
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OVERSEAS PROSPECTS

An International
View on Video Games

Tokyo Game '97 Show

Video game powerhouses like Capcom, Square, Sega, Konami, and Namco reveal their game lineups for 1998!

By Ken Ogasawara

The Tokyo Game Show, sponsored by the Consumer Electronics Software Association and held in September, opened with a lot of hype and anticipation. All the major game companies featured booths except Nintendo, which continued to hold out in favor of the Shoshinkai Show later in the year. All that meant was more floor space for Sega, Square, Capcom, Namco, Konami, and Sony Computer Entertainment to showcase their own impressive games, demos, and surprises.

Saturn Still Strong



The team that brought you Sonic and Nights is about to unveil a super fireman in Burning Rangers.

The Saturn's still a strong player in Japan's gaming market, and Sega wants to keep it that way. The latest title by the Sonic team (led by game designer Yuji Naka) is an intense, futuristic firefighting game called Burning Rangers. In Rangers, you are a member of a crack squad of mech-suited firemen and rescue specialists that battles intense blazes and high-tech arsonists in wild 3D environments. The navigation system BR employed was very innovative: A standard map charted your progress while a virtual

buddy gave you directions, cheered you on, and coached you through rough spots.



Burning Rangers is Sega's latest title by the Sonic team.

As for fighting games for the Saturn, Sega unveiled a fun-looking 3D wrestling title (which has yet to be named) that featured Jeffry and Wolf from Virtua Fighter.



Two characters from Virtua Fighter will star in a 3D wrestling game for the Saturn.



game) and Nagano were the only playable N64 games, and each sported solid gameplay. Castlevania 3D was limited to a demo, but it looks like a worthy heir to the Castlevania name. For 2D Castlevania fans, the latest entry (Symphony of the Night) is in the works for the Saturn, but there was no word on a U.S. release.



Konami's N64 fighter, G.A.S.P.

Sega also has several RPGs brewing. One that is sure to reach the U.S. is Azel: Panzer Dragoon RPG. Azel is both a 3D shooter and an RPG, and it sports an even more vibrant view of the awesome Panzer world. But don't worry, Panzer purists—Azel will retain the same shoot-em-up elements of previous Panzer titles.

Konami Shows Castlevania



Castlevania 3D—the first Castlevania game for the N64.

Konami had several Nintendo 64 games on display, including Nagano Winter Olympics, Castlevania 3D, NBA In the Zone '98, G.A.S.P., and Hybrid Heaven. G.A.S.P. (a fighting

As for the PlayStation, Metal Gear Solid was a real showstopper. Even though the game wasn't playable, Konami wowed audiences with a three-minute videotape of the game (see special feature "Metal Gear Solid," in this issue).

Square's RPGs



Front Mission 2 showed that Square's not kicking back after Final Fantasy VII.

As usual, Square loaded up on strong RPGs for the Game Show, scheduling Front Mission 2 as its next title to hit store shelves. The original Front Mission checked in on the 16-bit Super Famicom (SNES), but since Square bid sayonara to Nintendo hardware, the sequel will now grace the PlayStation. The graphics and battle animations



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OVERSEAS PROSPECTS

were spectacular, but the show version was hampered by long yawn-inducing load times.



Square's Parasite Eve looks promising, but it's still very early in the development cycle.

Square also unveiled Front Mission Alternative, a real-time simulation; Xenogears, a standard RPG with characters that can fight hand-to-hand or use mechs; and a video demo of Parasite Eve, which combined turn-based fighting with pre-rendered 3D environments (like those in Resident Evil). Eve's still early in development, and the demo looked more like a movie than footage from actual gameplay.



A space shooter from Square? This is Einhander.

Game Show attendees were also treated to a look at Square's first space shooter, Einhander, which showed excellent potential. Your space fighter in Einhander is huge, but responds to the controls with impressive smoothness. It has a standard forward-shooting weapon as well as the ability to use weapons that break loose from enemy ships when you obliterate them.

Capcom Comes Out Fighting

There were no surprises from Capcom, which featured sev-

eral fighting games for the PlayStation and Saturn. The highlights for both systems included Street Fighter Collection



X-Men vs. Street Fighter is looking good—especially on the Saturn with additional RAM.

and Marvel Super Heroes. X-Men vs. Street Fighter, however, is slated to be a Saturn exclusive. Another Saturn-only product is the 4-meg expansion RAM cartridge that will work with all three fighting games. The extra RAM helps games load faster and creates smoother graphics. In X-Men vs. SF, for example, it eliminates the load time during character changes. Unfortunately, it doesn't appear that there'll be an American issue of the RAM cart.



Bio Hazard 2 was Capcom's most arresting game.

In addition to its fighting games lineup, Capcom had Mega Man X4 and Mega Man 8 on hand, but its most impressive game at the show was a demo of Bio Hazard 2 (Resident Evil 2 in the U.S.; see "Sneak Previews," November). The impact of the demo was greatly enhanced by a special theater-like booth with surround sound designed to show off the new game. Bio Hazard 2 will be a two-CD set—one for each of the two playable characters in the



game. Playing the game with one CD and saving the data to a memory card will affect some events when you play the other CD.

Finally, Capcom broke its silence about its plans for the Nintendo 64, but only to announce that one title is currently in development. No other details were provided.

Still No Tekken 3



A playable version of Tekken 3 for the PlayStation was nowhere to be seen.

Namco offered more hype about Tekken 3 for the PlayStation (which it was still promising for this year), but T3's presence was limited to a tournament with the arcade version—there was no playable home version. Namco's other big title was Tales of Destiny for the PlayStation, which is the sequel to Namco's acclaimed first RPG for the Super Famicom, Tales of Phantasia. Gamers can look forward to graphics that are much improved over the original.

Namco's first Nintendo 64 title, Famista 64, also came to bat. This popular Japanese



Namco's first Nintendo 64 title is Famista 64, a baseball game.

baseball game has spanned three systems starting with the 8-bit Famicom (NES), but Famista 64's unlikely to break into the U.S. big leagues.

Sony's Slim Showings



Sony's strongest offering was Formula 1 Championship Edition.

Strangely enough, Sony had very little on display, even though the PlayStation is currently Japan's market leader. The main game at the Sony booth was Formula 1 Championship Edition (developed in the United Kingdom by Psygnosis), the follow-up to last year's wildly successful title, Formula 1. Crash Bandicoot 2 and Parappa the Rappa were also out in force, with people in Parappa and Crash costumes wandering the show floor.

Wrap-Up

In all, the Tokyo Game Show packed in over 100,000 people in three days, making it one of the biggest gaming events of the year. In such a spectacle, the point is sometimes lost among all the hype and promotional wars between companies. Once all the smoke has cleared, though, some exciting games should emerge in the coming months. **G**

Europe Turns Out

Here's a look at games from across the Atlantic, with highlights from the ECTS show in London.
By Blade

The European Computer Trade Show (ECTS) is Europe's answer to the Electronic Entertainment Expo (E3) in America. Held at Kensington Olympia Hall in London, this year's ECTS boasted a significantly larger show floor than in any previous year.

The Big Three

Where E3 had the three major players—Sony, Nintendo, and Sega—competing for floor space, ECTS had one clear winner: Sony. It wouldn't be fair to call Sony's area just a "booth": It was a complete environment; a low-yield rave that took over the entire back section of the show floor to demo smash-hit titles like Final Fantasy VII, whose stunning trailers popped more than a few eyeballs. Rapid Racer, a Wave Race-style speedboat game, was also a dazzler.

And what about Nintendo? Well, it has a much lower profile in Europe than it does in the U.S.

Nintendo's modest booth highlighted the currently limited impact of the N64 in Europe. That said, GoldenEye 007, developed by England's Rare, managed to turn a few heads.

Poor old Sega

really seems to be suffering. It didn't even manage a booth on the show floor, choosing instead to demo a fairly strong lineup of Saturn titles ported to the PC at a much smaller hotel suite that was located nearby.

Euro Flair for Games

Great games were in evidence throughout the show. Gremlin's Judge Dredd for the PlayStation was outstanding, and it looks like it will actually do justice to the comic book. Dredd fans will chase Tech Judge Bean across 15 action/adventure levels. Rage Software's PC powerhouse, Incoming, could be coming to the Nintendo 64, bringing with it explosive gunslinging action. DMA Designs was still promising Body Harvest for the N64.



The European Computer Trade Show is Europe's "back-at-ya" to America's E3.



High-tech warfare for the Nintendo 64 is incoming.



Gremlin's Judge Dredd is ready to do the comic book justice on the PlayStation.



Rapid Racer will bring wet and wild speedboat racing home to the PlayStation.

Virgin took the prize for the weirdest display with a hive-like creation manned by alien-pod-type people. Inside, Virgin's new PlayStation beat-em-up, Beast, and Blade Runner, an action game for the PC, attracted many sweaty bodies. LucasArts' Jedi Knight: Dark Forces II had a steady stream of passers-by picking up lightsabers for a quick duel, while Lara Croft mania showed no sign of abating as Eidos paraded Tomb Raider II in front of an eager crowd.

For European sports fans, soccer is by far the greatest draw, so soccer sims were everywhere. Probe's working on a yet unnamed game for the Nintendo 64, while Matchday, developed by Cranberry

Source for Ocean, is to appear on the PlayStation and PCs later this year. Gremlin showed early versions of VR Soccer 2, which will put a 3D spin on the game. Electronic Arts was naturally ready to play as it warmed up FIFA: Road to the World Cup '98.

And just to prove that the game industry hasn't lost its sense of humor, Sony's going to bring the Spice Girls to the PlayStation in Spice World, a compilation of videos, music, and...wait for it...a create-your-own-dance-routines package.



Great Expectations

While nowhere near the size of E3, ECTS pulsed with plenty of hot video game action. It just goes to show that European games are alive and kicking hard on all platforms. **G**



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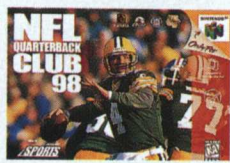
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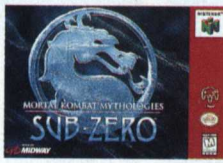
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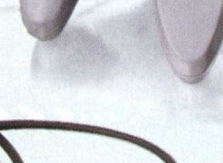
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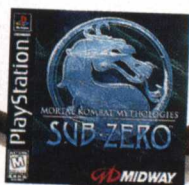
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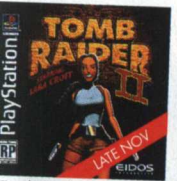
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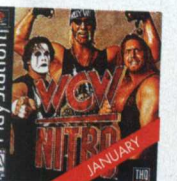
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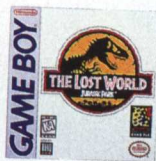
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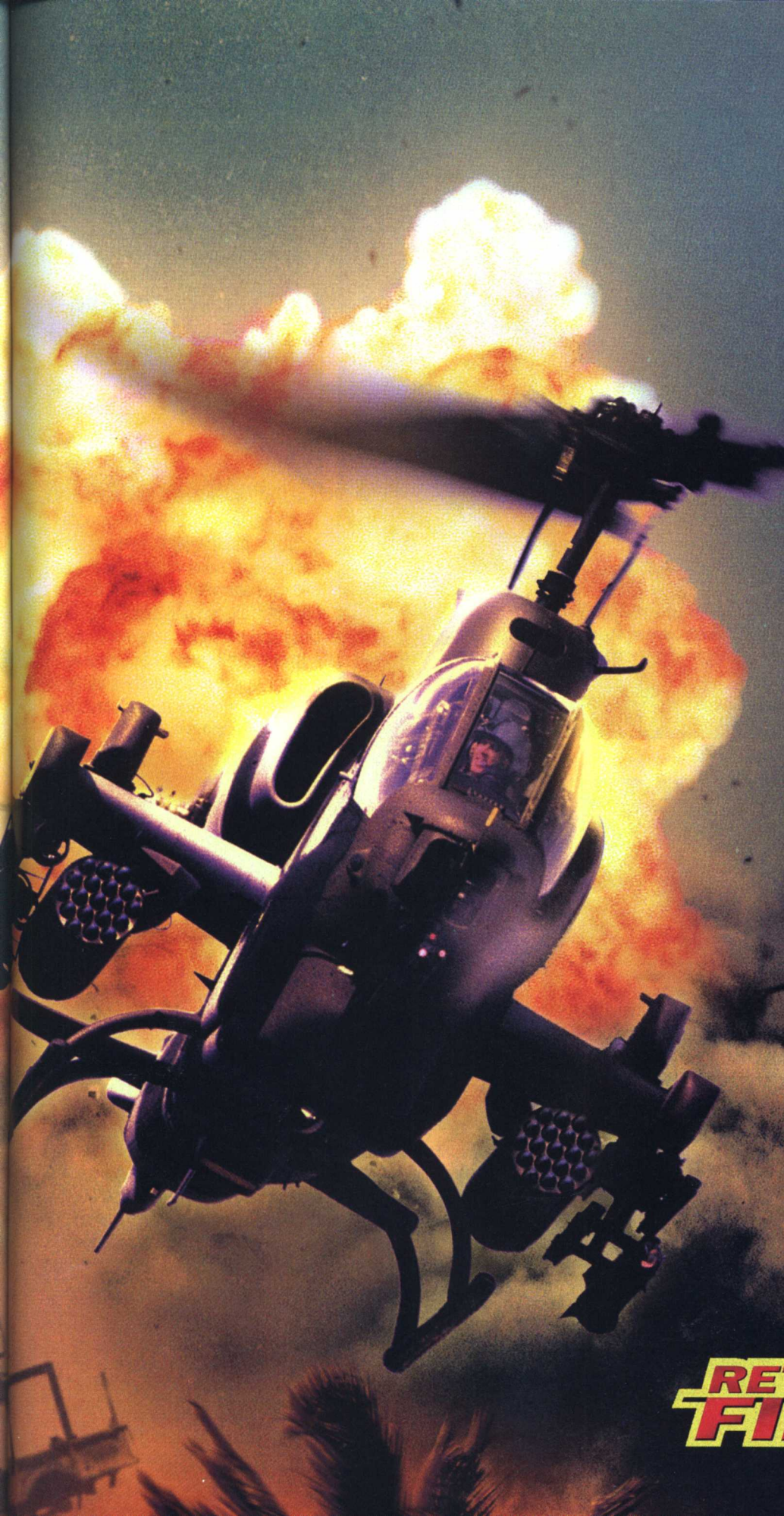
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**RETURN
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Sneak Previews



Duke Nukem: Total Meltdown

PlayStation

By Major Mike



Duke's finally making his long-awaited debut on the PlayStation with brand-new levels and no censorship. However, he needs some work before he's released into the big wide world.

Gameplay and Fun Factor



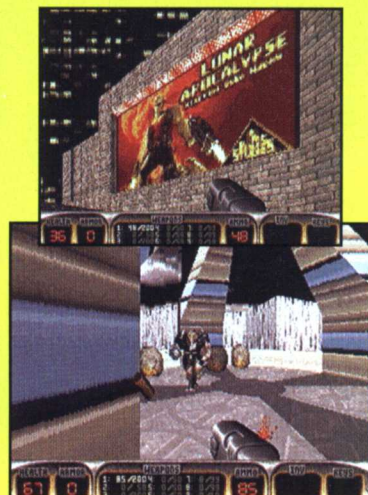
Meltdown is compatible with the analog controller, and includes a Deathmatch mode using the link cable. The controls in the preview version were dead-on for the most part, but maintaining the weapon and item inventories was a royal pain. Hopefully the controls can be simplified before the game's release.

Developed by Aardvark
Published by GT Interactive
Available November

60% COMPLETE



Graphics and Sound



This version of Duke has smooth graphics, but the game tends to slow down—especially when several enemies are onscreen. From a distance, objects are clean and detailed, but up close and personal, they distort into a mass of big pixels. Soundwise, Duke's voice is perfectly audible and the innocuous music stays in the background.

No Censorship!



Duke will retain his colorful one-liners, and the famous dancers will stay in Total Meltdown—unlike in the sanitized Nintendo 64 version. Meltdown has all the levels from the PC version and a brand-new, six-level episode called "Plug and Pray" that parodies popular movies (like *Pulp Fiction*) and other video games (like *Tomb Raider*, *Resident Evil*, and *Wipeout*).



F-Zero 64

Nintendo 64

One of the seminal SNES racing games is being buffed and polished for what should hopefully be 64-bit stardom. Developed under the supervision of Mario creator Shigeru Miyamoto, F-Zero 64's antigravity racing is on track to deliver high-speed action to the N64. Nintendo's promising to deliver a minimum game speed of 60 frames per second, which is wicked fast.

Before the green flag drops, F-Zero gives racers their choice of 20 tracks packed with gut-wrenching turns, loops, corkscrews, and a huge field of competitors. In the garage, gamers will find new and improved versions of the original four craft, as well as eight brand-new ships. Finally, the multiplayer feature provides four-player split-screen action.

—Air Hendrix



Developed and published by
Nintendo
Available First Quarter '98

50% COMPLETE



Youngblood

PlayStation

The characters of Youngblood come alive in this strategy/RPG title with an original story line approved by Image Comics. These popular superheroes fight through 11 multilevel missions with real-time combat action. Youngblood also features unique vocal comments and numerous RPG elements, including experience, plundering, and character stats. The gameplay was slow in this early version, but if GT tunes it up a bit, this game should offer Youngblood fans the same intense action found in the comic book.

—Four-Eyed Dragon

Developed by Extreme Studios
and Awesome Entertainment
Published by GT Interactive
Available November

70% COMPLETE



Sneak Previews



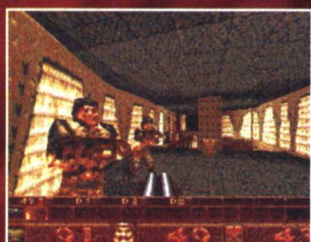
Quake

Saturn

In the vicious war among 3D corridor shooters to capture the hearts and minds of PC gamers over the past year, Quake was clearly the hands-down winner. Now all the hell-spawned highlights of the PC version of Quake have made it to the Saturn, including the weapons (double-barreled shotgun, grenade launcher, and perforator), enemies (Scrags, Ogres, and Rottweilers), and power-ups (the biosuit, Ring of Shadows, and Pentagram of Protection). Quake for the Saturn offers 29 levels in all, most of which are similar in architecture and design to the PC version.

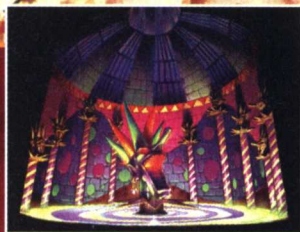
The graphics in the preview version were a touch on the grainy side and the frame rate was choppy at times. Enemies were also difficult to locate and target at long distances—especially against the dark-colored stone that makes up most of the surface texture in Quake. Let's hope these shortcomings are smoothed out in the final version.

—Special K



Developed by Lobotomy Software
Published by Sega
Available now

80% COMPLETE



Developed by Kronos Digital Entertainment
Published by Sony
Available January '98

60% COMPLETE



Cardinal Syn

PlayStation

Sony's trying its hand in the crowded fighting-game arena with Cardinal Syn, a medieval-themed fighter that smacks faintly of Mace: The Dark Age. The game's 18 characters are armed for weapons-based combat with swords, maces, battle axes, projectile weapons and more...or can settle their differences in hand-to-hand combat. The gore factor should be huge as Syn delivers blood by the bucketful and dismemberment-based finishing moves. On the gameplay side, fighters will find multi-hit combos, power-ups, and special moves, while the fully 3D arenas will allow you to corner opponents. Cardinal Syn will also support the analog controller. —Air Hendrix



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Burning Rangers

Saturn

Saturn gamers had better hang on to their hoses this spring because Yuji Naka (creator of Sonic and Nights) and his team are getting ready to burn down the house with a promising new game. Burning Rangers pits your character against man's oldest enemy—fire—and lets you and your team of cyber-suited Rangers loose in a number of man-made firestorms. Fire isn't your only obstacle—you'll also find yourself fighting huge bosses and high-tech arsonists. Gameplay will be totally 3D and there will be search-and-rescue missions where you'll get advice from a helpful fireman. Burning Rangers should light up the fading Saturn this spring. —*Scary Larry*



Developed and published
by Sega
Available Spring '98

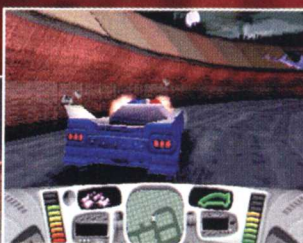
40% COMPLETE



Crime Killers

PlayStation

This season, Interplay's hot on the heels of destructive racing games like Felony 11-79 and its own Red Asphalt with Crime Killers. In CK, you control a customized cybercycle, a fully loaded police car, or a jet plane, all of which are armed with rockets, missiles, machine guns, and more as you chase down suspected felons of the future. One of the few games where you play as the cops, Crime Killers looks dark and gloomy, à la *Blade Runner*. But could that darkness be hiding potential pop-up problems? Interplay informed us that it'll be adding some daytime levels along with more enemies and more tracks. So far, CK looks pretty promising. Bad boys, bad boys, watcha gonna do when they gun for you? —*Scary Larry*



Developed by Pixelogic
Published by Interplay
Available First Quarter '98

10% COMPLETE

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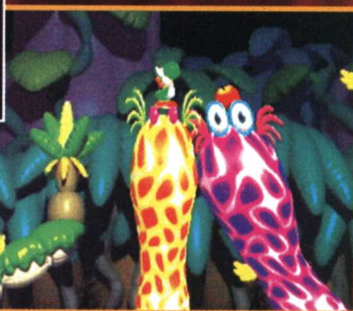
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Yoshi's Story

Nintendo 64

In addition to the name change from Yoshi's Island to Yoshi's Story, Nintendo has released a few more details about the 64-bit adventures of Mario's egg-laying dinosaur. Yoshi's Story will revolve around Yoshi's attempt to return to the real world after his world is transformed into a living picture book. That plot nicely explains the game's 2D look, which explodes with vibrant colors and wild backgrounds. Since this is a Yoshi game, Yoshi must rely on his egg-throwing abilities to help him during his quest. Nintendo also indicated that the analog stick will factor heavily into the game's controls. —Air Hendrix



Developed and published
by Nintendo
Available February '98

60% COMPLETE



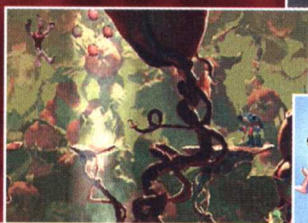
Skullmonkeys

PlayStation

Skullmonkeys is your basic hop-n-bop game—you control Klaymen, the hero from the PC title *The Neverhood*, and you progress through the platform-heavy levels, eliminating enemies and avoiding obstacles like flying nasties and fire pits.

All the backgrounds, sprites, foregrounds, and enemies are sculpted in clay, giving the game a very cool overall look. But Skullmonkeys needs an extra push, like tracking in and out of the backgrounds (à la *Abe's Oddysee*) or different types of action

(like racing levels). As it is, it's a throwback to the platform prima donas of the past. Is Skullmonkeys just a clay Earthworm Jim? It runs that risk if it stays the way it is. —Scary Larry



Developed by The Neverhood
Published by Electronic Arts
Available November

70% COMPLETE

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Command & Conquer: Red Alert

PlayStation

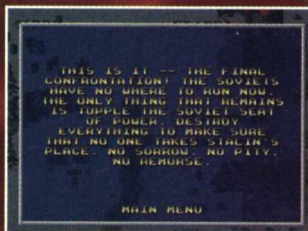
The second C&C title to hit the PlayStation, Red Alert features important new options like mouse compatibility and a two-player head-to-head combat mode using the link cable. These options could help make Red Alert the best real-time strategy game for the PlayStation yet.

Apart from the new options, there are also differences in the gameplay—instead of playing as the GDI and the Brotherhood of NOD, you now command Allied or Soviet forces. New weapons and features include spies, attack dogs (to sniff out spies), combat inside

buildings, and sea and air units (including submarines and destroyers). High-quality rendered cinematics will also be intertwined between missions. C&C fans should definitely be on full Red



Alert when this two-CD set (one disc for each army) hits the shelves this fall. —Major Mike



Developed and published by
Westwood Studios
Available November

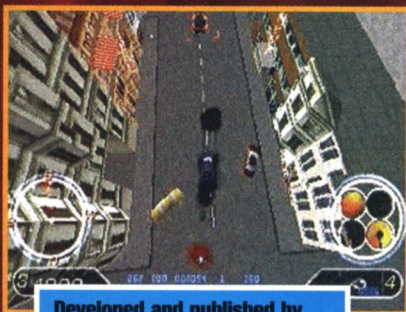
80% COMPLETE



Auto Destruct

PlayStation

Muscling in on Twisted Metal and Felony 11-79's blood-stained turf, EA's Auto Destruct features driving combat in a variety of settings. However, Auto has more variety and more of a story: Playing as a former champion race driver, you're out to avenge the death of your wife and daughter at the hands of a cult called Disciples of Lazarus. Auto features several cities to burn rubber through, a variety of collectible weapons, and car upgrades. In addition to trashing the bad guys, mission objectives include escorting and protecting other vehicles and transporting passengers to different locations. This Auto starts its destruction this winter. —Major Mike



Developed and published by
Electronic Arts
Available December

60% COMPLETE



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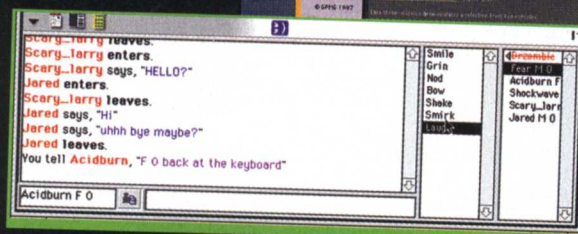
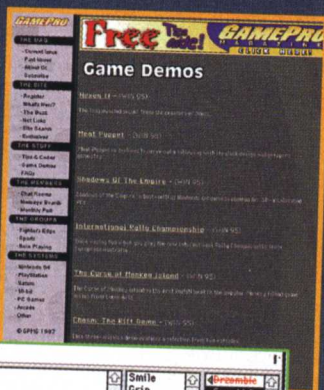
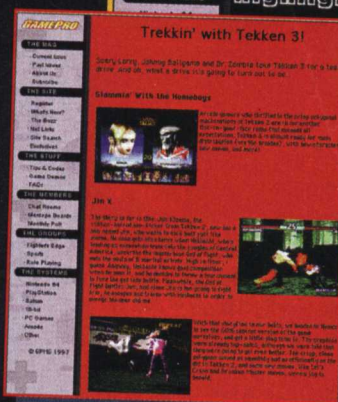
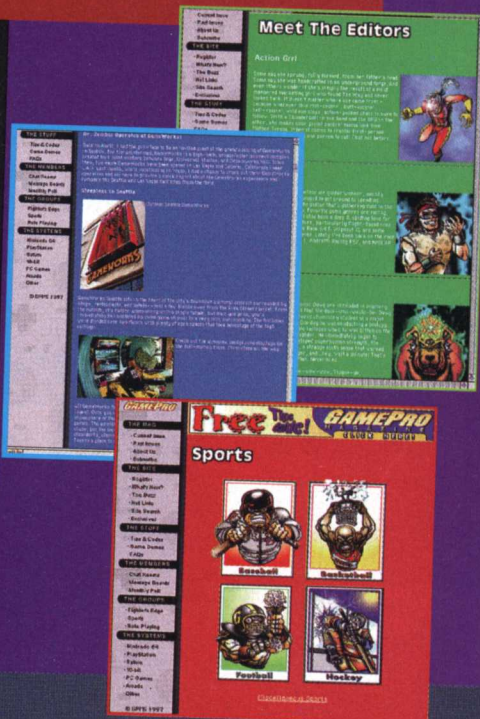
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Sonic R

Saturn

A racing game sans wheels and revving engines? It may seem senseless, but when you're a streak of blue lightning like Sonic the Hedgehog, you can get away with such things. Sonic and his pals Knuckles, Tails, Amy, and Dr. Robotnik engage in a 3D footrace over three tracks (Island, City, and Factory) that have more twists, turns, and loops than a bucket of corkscrew pasta. The trademarks of the Sonic series are all firmly in place, including rings, power-ups, bright graphics, and music so happy it'll make you vomit. If Sega fixes the serious draw-in that plagued this unfinished version, Sonic fans might find a fun sprint. —*Special K*



Developed by Traveller's Tales
Published by Sega
Available November

60% COMPLETE



Enemy Zero

Saturn

In *Enemy Zero*, a new graphic adventure from the creators of *D*, your mission is to seek out and destroy the invisible alien that has boarded your space probe. The gameplay features a combination of first-person corridor-walking and a *Dragon's Lair*-ish character guidance system (press left on the directional pad and your character moves left and performs an action...you just sit and watch what she does). This makes for some slow-moving action, so *Enemy Zero* may not appeal to the itchy trigger-finger crowd, but the long, involved gameplay and haunting sci-fi atmosphere will surely spark interest among those willing to invest the time. —*Special K*



Developed by Warp
Published by Sega
Available November

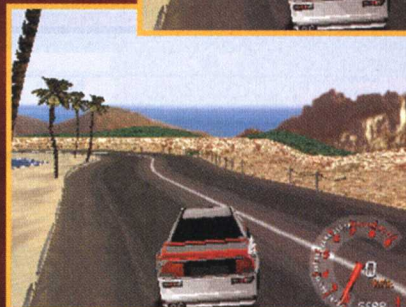
60% COMPLETE



Need for Speed V-Rally

PlayStation

Another racing game is headed for the PlayStation as *Need for Speed V-Rally* aims to steer driving fans into world rally competition. Features include challenging terrain, weather changes, time-trial races, and a two-player split-screen mode. *V-Rally* also uses Dolby Surround sound to enhance the motors and other sounds of the WRC cars in the game. Will *V-Rally* blow ahead of all the other racing games or will it just blow a flat? It's still too early to tell, but as these screen shots show, it might just turn a few heads. —*Four-Eyed Dragon*



Developed by Infogrames
Multimedia
Published by EA
Available now

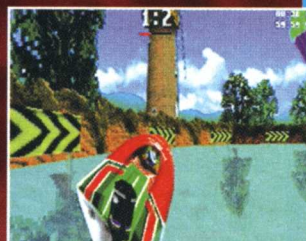
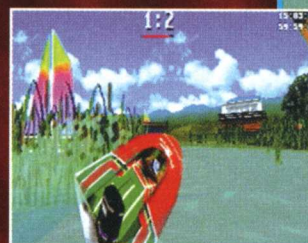
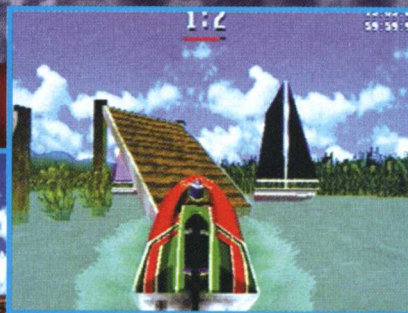
80% COMPLETE



Powerboat Racing

PlayStation

The need for speed hits the water in Powerboat Racing, a sharp-looking racer for the PlayStation. Choose from 16 monohulls and catamarans with different engine sizes and handling. Race solo on nine tracks set in various international locales, from a Russian harbor to the Amazon, or bump hulls with up to four players in split-screen action. Gameplay promises real-time physics, a true 3D environment, and subtle graphical touches such as reflections, waves, and ambient lighting. Various obstacles and jumps will also keep your pulse pounding. Powerboat Racing looks promising enough to fulfill your racing cravings.—*Dr. Zombie*



Developed by
Promethean Designs
Published by VR Sports
Available January '98

60% COMPLETE

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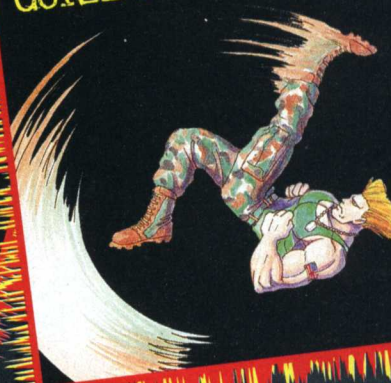


RYU'S FIREBALL

KEN'S DRAGON PUNCH



GUILE'S FLASH KICK



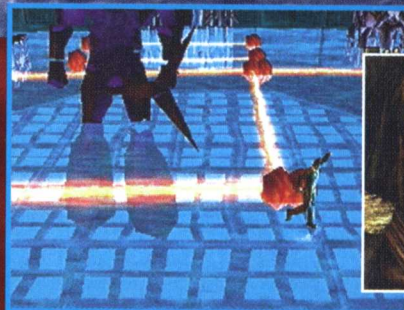


Pitfall 3D: Beyond the Jungle

PlayStation

Pitfall Harry, one of the granddaddies of adventure gaming, returns in sharp form on the PSX in Pitfall 3D: Beyond the Jungle. Aided by his trademark multipurpose pickaxe, Harry swings into 21 levels full of nasty creatures and villains, plus treacherous traps and obstacles. The goal: Rescue a rebel leader, pick up power-ups, and save a dying civilization while you're at it.

The early gameplay is smooth as Harry runs, leaps, and climbs across the screen. Harry's free to move about the 3D environments, and you'll easily master controlling the direction of his swinging vine. The sharp graphics feature richly rendered backgrounds and crisp character animation. Harry, you've come a long way since the Atari 2600. Welcome back! —*Dr. Zombie*



Developed and published
by Activision
Available February '98

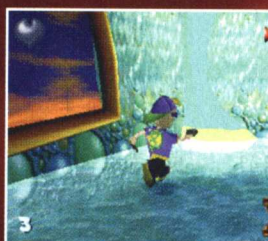
60% COMPLETE



Rascal

PlayStation

From the creators of Sonic 3D Blast comes Rascal, a new 3D platform game for the PlayStation. Rascal, a character designed by Jim Henson's Creature Shop, travels through time in an attempt to rescue his scientist father from the Evil Time Overlord. Each of the game's seven zones, including Aztec, Western, Prehistoric, Galleon, The Castle, The Lab, and Atlantis, features its own unique obstacles and also changes depending on the era you're currently visiting. For instance, a mighty galleon might be afloat in the past but just a shipwreck in the future. In addition, the developers promise animation of 60 frames per second and snazzy lighting effects. —*Bad Hare*



Developed by Travellers Tales
Published by Psygnosis
Available First Quarter '98

30% COMPLETE



Lode Runner

PlayStation

Longtime gamers will fondly remember Lode Runner as that tiny man scurrying across their PC screens. Now he scrambles onto the PlayStation in an intriguing game with over 300 levels, one- and two-player modes, and an in-depth Construction mode that lets you create your own puzzles. The action is silky-smooth with solid graphics and ambient sound effects to facilitate puzzle-solving concentration. Although he's still tiny, Lode Runner on the PlayStation looks like huge puzzle fun for all gamers.—*Dr. Zombie*



Developed by Presage Software
Published by Nastume
Available Fourth Quarter '97

70% COMPLETE



Monster Rancher

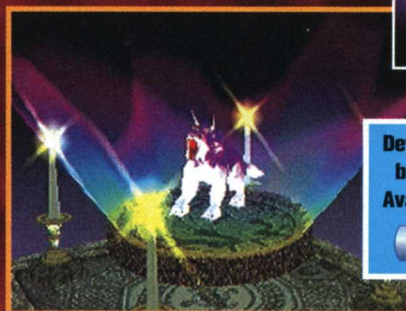
PlayStation

The virtual pet craze hits the PlayStation with Monster Rancher, a unique port from Japan that combines RPG elements with...raising monsters? You can generate over 200 types of monsters to nurture and train to become champions in battle tournaments with other monster-breeder's creations. The action falls on the standard RPG side with a lot of interaction between you and your monster pet. Sharp graphics, a smooth interface, and a unique concept make this game worth watching for.—*Dr. Zombie*



Developed and published
by Tecmo
Available now

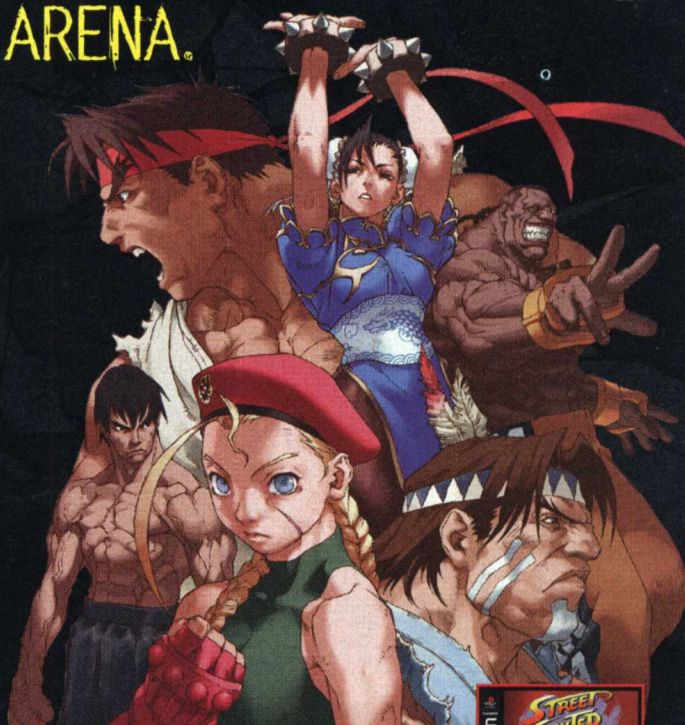
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Arcade's Greatest Hits: The Midway Collection 2

PlayStation

Continuing to bring classic gaming to the PlayStation, Midway unveils another episode of Arcade's Greatest Hits where each game has been faithfully translated from its original form. The legendary Burger Time, Spy Hunter, Moon Patrol, and Joust 2 headline this second installment of nostalgic fun. Root Beer Tapper, Splatl!, and Blaster are the less notables entries in this sure hit for any old-school gamer. —Four-Eyed Dragon



Developed by Digital Eclipse
Published by Midway
Available November

70% COMPLETE

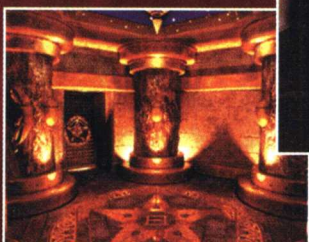
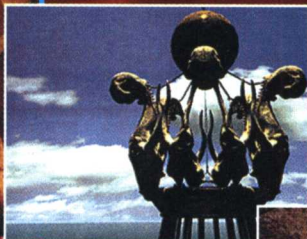
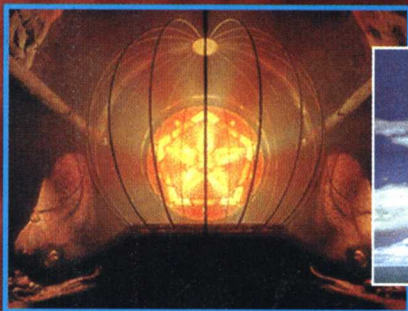


Riven: The Sequel To Myst

PlayStation

One of the more anticipated sequels this year, Riven: The Sequel to Myst will offer the same graphically intense adventure found in the first Myst. Besides more complex puzzles and a deeper story line, Riven will also boast an explorable environment five times

the size of Myst's. Other key features are the three hours of animation, 70 live action sequences, and 4000 photorealistic images to play through. Fans of Myst should definitely keep an eye out for this one. —Four-Eyed Dragon



Developed by Cyan
Published by Acclaim
Available November

90% COMPLETE



Forsaken

Nintendo 64

PlayStation

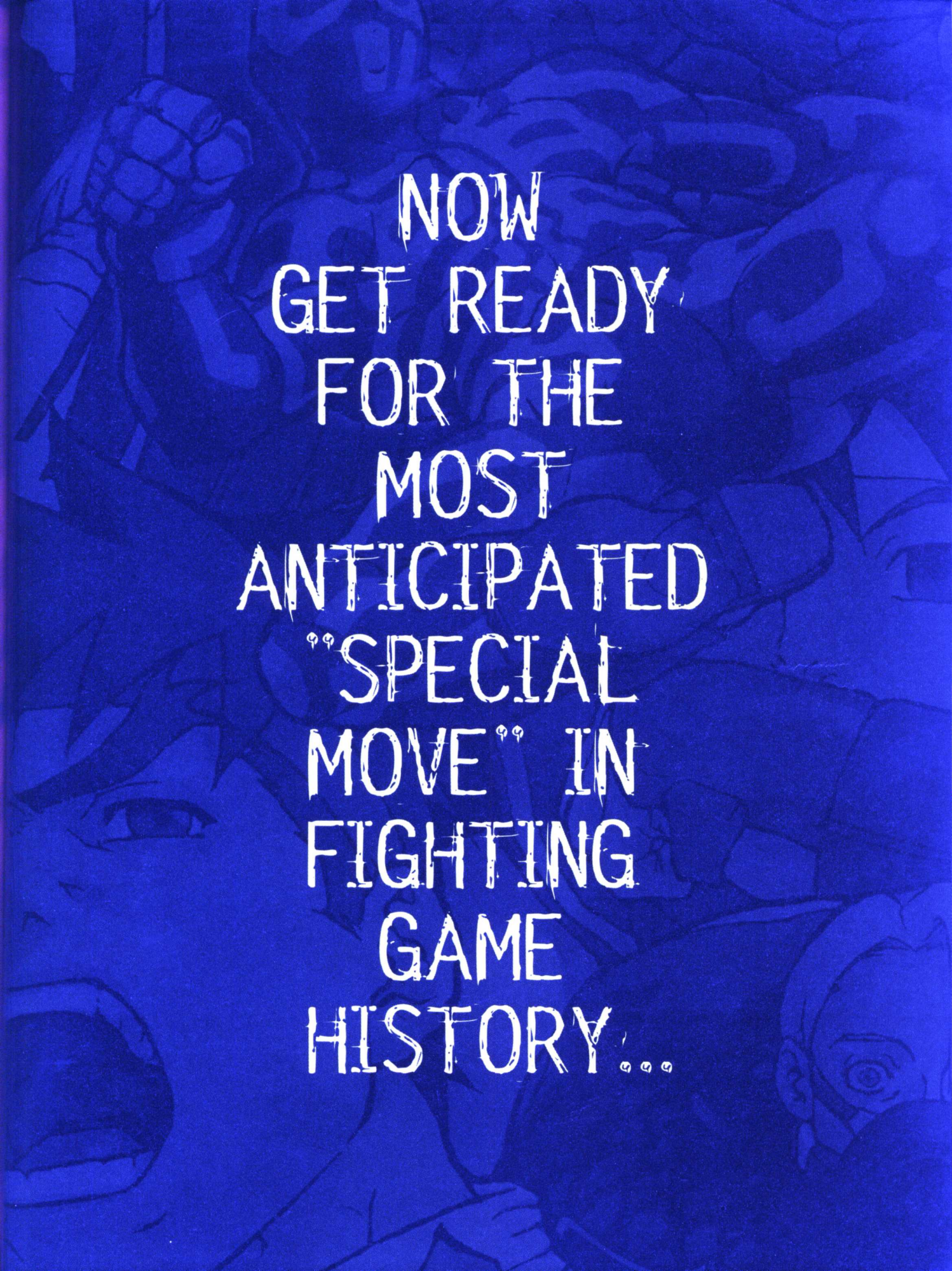
Much like Descent, Forsaken is a vehicle-based first-person action shooter set in the future. As a ruthless mercenary, your objective is to make a fortune and a name for yourself by exploring a devastated planet Earth inhabited only by mutants. A variety of weapons, split-screen four-player action, and an intelligent A.I. make this shooter an adventure that Descent fans might not want to miss.

—Four-Eyed Dragon



Developed by Iguana U.K.
Published by Acclaim
Available First Quarter '98

50% COMPLETE

The background is a dense, blue-toned collage of various fighting game characters and action scenes. Characters like Ryu, Ken, Chun-Li, and others are visible in various poses, some fighting, some in dramatic stances. The overall aesthetic is reminiscent of classic arcade fighting games.

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GAME
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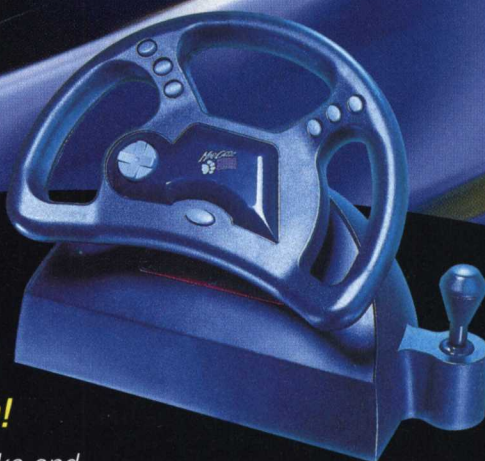


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PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳 TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



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PC GAMEPRO

PC GamePro REVIEW

Win 95

By Scary Skywalker

If you're a fan of corridor shooters, then you know all about Dark Forces—and you've probably been waiting for this sequel for what seems like forever. While Jedi Knight: Dark Forces II doesn't add much more to the corridor-shooter mix, it does once again infuse the genre with familiar *Star Wars* characters and lots of laser-blastin' excitement. The bottom line is that Jedi Knight is probably the most fun you'll have with a corridor shooter this season.

Ya Live by the Sword, Jedi by the Sword

As Kyle Katarn, the mercenary from Dark Forces, you embark on a mission of vengeance against Jerec, a Dark Jedi who murdered your father. Jerec wants to unleash the spirits of all the dead Jedi in the universe, harnessing them to build up his own dark powers. You are not left without free will, however; at some point in the game, you will choose to follow either the Dark side of the force, as Anakin Skywalker once did, or the Light side, as his mentor, Obi-Wan Kenobi, chose. Different sets of Force powers are available to the two sides, like Speed, Jump, and Vision (Light powers), or Choke, Lightning, and Destruct (Dark powers). Unfortunately, the powers that are the most fun to use and spectacular to see are on the Dark side.

Also a plus this time around is your selection of weapons. In addition to the standard Stormtrooper rifle and Blaster, you can also acquire a Tusken Raider rifle, Thermal Detonators (like the one used in *Return of the Jedi* to bargain for the bounty on Chewbacca's head), and most importantly, the Jedi Lightsaber. The Lightsaber is a joy to have (you don't have to find it, you get it automatically in the third episode), and its purpose is twofold—use it to slash enemies or to deflect shots.

When running on a Pentium 233 with a 3Dfx board, Jedi is

a graphics joy and a speed demon to boot. When not running in the 3D mode, the game pixelates moderately, though the speed remains. But playing Jedi Knight without graphical enhancement is like watching *Star Wars* on a nine-inch black-and-white TV.

A Sound Decision

The sound is the game's brightest star. Full symphonic music (even in the low-res audio mode), crystal-clear effects like the

STAR WARS JEDI KNIGHT DARK FORCES II

sizzle of your Lightsaber, and crackling laser blasts will make everyone in the room crowd to your PC to see what's going on. The music swells during battle and pulls back when the action is less intense.

Control is just as simple as it is in other corridor shooters—everything can be assigned a button on the keyboard. You'll find, however, that using the mouse is much easier than using the keyboard for gameplay.

Will Jedi Knight topple Quake? It's certainly more fun and has more familiar characters, albeit a lot less gore. If you're a *Star Wars* fan (and who isn't?), then you'll find no better corridor killer than Jedi Knight this year. **G**



Jedi Knight: Dark Forces II By LucasArts

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Price not available
Available now
Corridor shooter
8 players

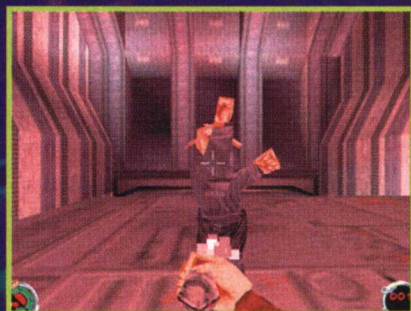
9 missions
Challenge: Adjustable
Replay value: High
ESRB rating: Teen

Minimum System Specifications

- Win 95
- Pentium 90
- 16 MB RAM
- 53 MB on hard drive
- DirectX 5 (included)
- 16-bit sound card
- Double-speed CD-ROM drive



PROTIP: Use the external camera when you're stuck. It may show you a new way of exiting a tight spot, like when you're trapped in this aqueduct, where you must use your Lightsaber to burn through the grate.



PROTIP: Every weapon has two firing configurations. Learn to master both. For instance, the Thermal Detonators can be used as timed bombs with the alternate firing key.



PROTIP: The alternate firing of the Tusken rifle turns the shot into a reflective laser, bouncing off walls and hitting enemies around corners. It can also be used to target enemies who are out of range of your other weapons.



PROTIP: When swimming in deep pools of water, use the PgUp or PgDn keys to glance around without actually submerging yourself (you'll drown if you're under too long).



PROTIP: The Lightsaber can reflect shots and turn them on your enemy. However, this won't work when you're running toward an enemy.



PROTIP: You can use the Lightsaber to light up darkened hallways, and conserve your Field Light batteries in the process.



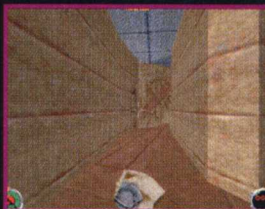
PROTIP: The Stormtrooper rifle is much more effective on groups of enemies than the Tusken rifle, but you have to be fairly close. Never use the Stormtrooper rifle from across a room.

Some Star Wars Secrets!

Episode 3: The Return Home to Sulon



After clearing all the Grave Tusken from the open area at the beginning of the level, walk to the main door of the complex and turn around. See that discolored patch of wall? Bomb it and reveal a secret area.



After killing the two Grave Tusken in the courtyard, go to the right and you'll see a partially blocked hall. Lob a Thermal Detonator into this area (give yourself plenty of room) and grab the loot in the secret area.



Shortly after the courtyard, you'll enter this hallway. Shoot at the darkened panel on the wall to reveal yet another secret area.



You'll see a lake in the next area. To the far right is an

opening that will take you up this hall. If you have your Field Light on, you'll see an alcove to the right. It's another secret area (watch for the Grave Tusken hidden there).



After damming up the pools on Sulon, you'll see a toxic brown lake with electrical charges running across it. Jump in, and near where you enter will be an underground cave. Grab the Stormtrooper pack and other power-ups from this secret area.



As you exit the toxic pool of Sulon, you'll enter a winding hallway with winged scorpions. Shoot them all, but be wary of the turns in the hall. The last turn harbors a secret area (keep your Field Light on).

Episode 4: The Jedi's Lightsaber

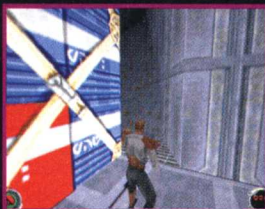


In the first aqueduct, follow the flow of the water, and burn the grate with your 'saber to reveal a hidden area.

Episode 1: Double-Cross on Nar Shaddaa

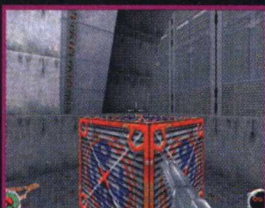


When riding the shaft car to the top of the Imperial fortress, look to the right for a small shadowy alcove. Jump from the car to the shadow, and you'll fall into a secret area.



Just before the end of the level (in the hangar with the brightly colored boxes), go around the last stack of boxes on the right side of the room, travel up the catwalk, and find another secret area!

Episode 2: The Lost Disk



Blast all three bomb-throwing Gran, then jump to this brightly colored crate. Now jump to the ledge beyond and turn left for a secret area.

PC GamePro REVIEW

PC
GAMES

Win 95

By Don St. John
Features Editor



You've played Heretic and Hexen. You've played Quake. You figured you knew what Hexen II, based on the Quake engine, would look and play like, right? Guess what? You're wrong. It looks and plays better than you ever dreamed.

In Hexen II, you're after the last of the original Hexen's Serpent Riders—a huge, bad, red dude named Eidolon. First, you have to vaporize minions ranging from annoying spiders and scorpions to the far stronger fallen angels and medusas. Of course, if you prefer, you'll be able to toss the story altogether and hook up through a network or the Internet for extraordinarily fast 16-player fragfests. With scores of spells and abilities to master, you'll need to assign most of your keyboard to the various functions.

Aftershocks

Hexen II builds on the Quake engine in some wonderful ways. For starters, you choose from four character classes—necromancer, paladin, assassin, or crusader—and your weapons and spells change from one class to the next. Some of those weapons come in pieces, so you may have one chunk of an artifact but have to spend a lot of time looking for the other part.



PROTIP: That skull wizard is one second from popping you with that skull you see. This is a good time to use the Disc of Repulsion if you have it...or to run if you don't.

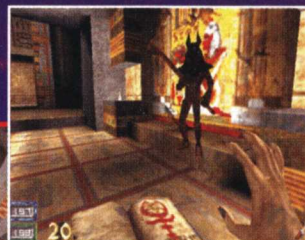
new weapons and spells (like the already notorious "Bo Peep" sheep spell), as well as four "hub" environments that transport you to such places as Egyptian ruins and medieval castles. Besides action, you'll encounter puzzles galore—some of them quite hard.

Extra Texture

Hexen II looks decent in regular mode, but it cries out for a 3D accelerator card that'll let you play the astonishing GLHexen II, where textures gain the finest detail, water translucence shimmers, and your weapons effects crackle. Better have a lot of horsepower for this, though—you'll need 24 MB of memory and the fastest Pentium you can afford. The sounds, meanwhile, are realistic and vivid—



PROTIP: The Four Horsemen of the Apocalypse are the toughest opponents you face until Eidolon. Ending this war is no easy matter...but your crossbow is powered up enough at this experience level to fire directly at them.



PROTIP: The Bone Shard spell should work against this mummy for a while. Be warned, though; you have to totally dismember mummies, or they'll keep coming after you.



PROTIP: Don't underestimate how much damage you can do with the handheld weapons like the sickle or the warhammer—or how much you'll have to rely on them in the beginning.

you'll particularly love the squeal you hear when you plug a spider.

For replay value and sheer fun, Hexen II is going to be hard to beat; you could spend days playing through all four characters in single-player mode without even entering multiplayer battles. It's one of the season's must-haves. **G**



PROTIP: Use the transparent water to your advantage; you're better off firing down into it from above, rather than getting in the water to do battle.



PROTIP: Your ice staff should freeze up this knight-archer nicely...if you picked up enough mana. (Never pass up mana.)



PROTIP: Say hello to Eidolon, the last of the evil Serpent Riders. You meet him in an open plaza area, so circle strafing is the only way you're going to survive long enough to take him down.

Hexen II by Activision

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	5.0

\$49.99

Available now

Action

16 players

4 levels

Multiple views

Challenge: Medium

Replay value: High

ESRB rating: Teen

Minimum System Specifications

- Pentium 90
- Windows 95
- 16 MB RAM (24 MB for GLHexen II)
- 120 MB space on hard drive
- Double-speed CD-ROM drive
- SoundBlaster or compatible sound card

PC GamePro REVIEW

DOS, Win 95
By Dan Elektro

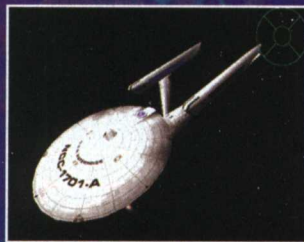
Star Trek: Starfleet Academy

tion's finest, complete with gorgeous graphics and a healthy dose of action.

The Next Generation

As an eager Starfleet cadet, you'll find yourself following in Captain Kirk's legendary footsteps—not to mention meeting him face-to-face in cinema sequences—as you chart a course through 25 training missions. At the helm of four starships, you'll need to master navigation, communications, energy allocation, and weaponry (with a little help from your rookie crew).

The missions (including a few famous scenarios such as the "impossible" *Kobayashi Maru*) offer a variety of goals and challenges. You'll need to balance bravado and diplomacy—it might be fun blasting Klingons in the Delta Quadrant, but it won't necessarily help you graduate.



PROTIP: The Constitution class ship is the easiest to command—and the most familiar.

complements the heroic action.

For piloting and combat, you'll want a decent joystick. Modem and network play are supported, but the Internet is one "strange, new world" this Trek sim won't be exploring.

Enroll Today

If you're not a Trekker, X-Wing vs. TIE Fighter might hold more appeal, but fans of the Trek films and shows will find Starfleet Academy enjoyable, easy to learn, and quite...engaging. **G**



PROTIP: Enemies will usually try to disable your shields, engines, and life support first.



PROTIP: Weapons won't fire under a Condition Green. Call a Red Alert to start shootin'.

Highly detailed texture maps give all the game's elements a tactile, authentic look (especially with a 3Dfx card). The sound effects come straight from the shows, while the lush score

Star Trek: Starfleet Academy
By Interplay

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

\$59.95
Available now
Action/flight simulator
8 players
First-person view

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults

Minimum System Specifications

- DOS 5.0 or higher
- Pentium 75
- 16 MB RAM
- 20 MB on hard drive
- SVGA graphics
- Sound Blaster-compatible sound card
- Double-speed CD-ROM drive

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PC GamePro REVIEW

DOS, Win 95
By Rob Smith
Reviews Editor

Dark Reign: The Future of War

Finally, true competition for C&C: Red Alert. Great looks, multiple options, and challenging A.I. headline Dark Reign, a real-time strategy/action blast set in a distant, troubled future.

Two Sides to Every Dispute

The Imperium Army and the rebellious Freedom Army are at odds on distant worlds. Their war is hindering your search for Togra, a long-lost leader, and it needs to be stopped. It's time to step into the general's jackboots for 30-plus missions on either side to ensure a clear victor and an end to the bloodshed.

You'll see 35 units on the battlefield, including spider bikes, aerial sky bikes, suicide zombies, mechanics, and medics. A simple array of well-detailed buildings needs to be constructed. It's all presented with simple points and clicks and excellent training missions to take you through the basics.

If Looks Could Kill

Solid computer A.I. makes it critical for you to plan your strategy in detail. Each unit is capable of performing multiple functions,

including guarding, scouting, and harassing the enemy. Multilevel terrain makes it tough to spot the enemy, as does the cover offered by trees and bushes. There's excellent presentation in both the game interface and the dazzling cut sequences, and you can take on your friends in a complex multiplayer game. With a mission editor included and so many solid new features, Dark Reign will be with you for quite some time. **G**



PROTIP: Use waypoints to maneuver your tanks into position to avoid the plasma turrets. Take out power generators first, then water supply plants to stop the enemy's cash flow.

Dark Reign: The Future of War By Activision			
Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.0
\$49.95 Available now Real-time strategy 8 players		Challenge: Intermediate Replay value: High ESRB rating: Teen	
Minimum System Specifications			
<ul style="list-style-type: none"> Windows 95 Pentium 90 16 MB RAM 30 MB on hard drive 1 MB SVGA graphics 		<ul style="list-style-type: none"> Double-speed CD-ROM drive 14.4 modem for multiplayer 	



PROTIP: Look after medics and mechanics. Keep them with the troops and tanks and retreat when damaged, then re-engage. Grenadiers should use the trees for cover to avoid enemies.



PROTIP: Listen to all the instructions during basic and advanced training. Failure to adhere to every word causes you to fail. Do as you're told and get a pat on the back.

PC GamePro REVIEW

Win 95
By The Bando
Commando

Total Annihilation

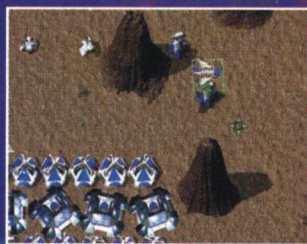
While many real-time strategy clones offer more of the same, Total Annihilation stands out by providing a deep challenge and excellent replay value.

Total Stimulation

Fighting in various off-world locations, you'll face a wide diversity of enemy troops from land, air, and sea. The game boasts over 150 3D-rendered units, multiple types of terrain, and well-executed line-of-sight features, while the remarkable orchestral soundtrack will keep your ears busy as you blow away your opposition.



PROTIP: Send construction bots out with wandering patrols to perform repairs on the spot—you won't have to sacrifice position by returning to base.



PROTIP: Make the best use of construction aircraft by assigning them to patrol your resource areas. They'll repair your damaged structures automatically.



PROTIP: After building your core of energy and metal collectors, quickly establish an outer perimeter of laser towers to protect your resources.

The game's one downside is in the area of control. While your troops can be grouped and mapped to hot keys for quick command, they may have trouble executing your orders. Units exhibit a mind of their own at times and require closer supervision than some gamers may be willing to devote.

Total Innovation

Players can upgrade their copy of TA regularly, with new units and multiplayer maps available weekly from developer Cavedog's Web site. Let's hope more developers use this idea in the future.

In a market flooded by real-time strategy games, making buying decisions is difficult at best. Total Annihilation, however, is one name to remember. **G**

Total Annihilation by GT Interactive			
Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.5
\$49.99 Available now Real-time strategy 10 players Overhead view		Challenge: Adjustable Replay value: High ESRB rating: Kids to Adults	
Minimum System Specifications			
<ul style="list-style-type: none"> Windows 95 Pentium 100 16 MB RAM 33 MB on hard drive 256-color SVGA 		<ul style="list-style-type: none"> Quad-speed CD-ROM drive Sound Blaster 16 or compatibles 	

PC GamePro REVIEW

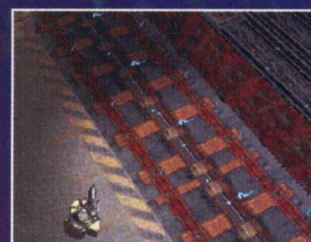
Win 95
By Special K

Take No Prisoners

With a few exceptions, the overhead shooter genre has never really taken off—and games like Take No Prisoners are probably why.

Future Shock

First, let's give credit where it's due. Kudos should be heaped upon the developers—Raven, the gang responsible for Hexen—for creating a bloody sci-fi action game with a deep story line and tons of keyboard commands, tasks to accomplish, and areas to explore. In Take No Prisoners, you play Slade, a mercenary fighting for survival and cash in a post-nuclear future society. It's a promising setup, but somewhere along the production line, they forgot to add the fun.



PROTIP: Mind the electrified subway tracks—they're a good way to die.



Yes, that's a leg.

You'll spend hours getting lost in TNP's complex, multilayered world, experimenting with more than 20 weapons and scratching your head in search of passcodes that open certain

doorways. You just won't be enjoying yourself all that much because it becomes frustrating and tedious.

A Top Downer

The rest of the elements won't exactly make you giddy, either. Yes, there are six multiplayer variants, but you're still playing with bland graphics and chintzy sound. More than anything, the dizzying top-down perspective (actually, two of them—one straight down and one at an angle) proves once and for all that overhead angles for action games simply don't work. **G**

Take No Prisoners By Red Orb Entertainment			
Graphics	Sound	Control	Fun Factor
 3.0	 2.5	 3.5	 2.5
\$49.95 Available now Action shooter 1 player (with multi- player options)		Overhead view Challenge: Adjustable Replay value: Medium ESRB rating: Mature	
Minimum System Specifications			
<ul style="list-style-type: none">• Windows 95• Pentium 90• 16 MB RAM		<ul style="list-style-type: none">• 35 MB on hard drive• Direct X-compatible video and sound cards	

TAKE NO PRISONERS



PROTIP: As you might guess from the red cross sign, this room will replenish your health.



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Half-Life

Win 95

Half-Life gives a creative and intriguing new twist to the standard first-person humans vs. aliens scenario. You have to escape from the top-secret underground lab where you work, dodging and destroying aliens on your way to the surface where the government is battling the otherworldly menace full-on. Problem is, once you get there, the Feds want to splatter you as well to protect the experiment's secrets.

Sierra promises revolutionary A.I. for Half-Life—like

monsters that not only know better than to go on suicide runs, but actually talk amongst themselves, band together, and attack as a unit. Throw in a high polygon count and fancy effects (like colored lighting and translucency *without* 3D acceleration), and Half-Life has the potential to deliver a very full experience. —Dan Elektro

Developed by Valve
Published by Sierra On-Line
Available November

H A L F - L I F E



Wing Commander: Prophecy

Win 95

Don't call it Wing Commander 5! Wing Commander: Prophecy features a completely new space-combat engine, 3D accelerator support, a fresh player character, and a new enemy



alien race designed by renowned futuristic artist, Syd Mead. Additionally, Prophecy marks the first time the Wing franchise will venture into multiplayer space via local-area network, modem, or serial cable—a feature Terran jockeys have craved for years. Although the latest chapter in the Wing saga focuses more on action and gameplay than on cinematic



cut scenes, Mark Hamill, Tom Wilson, and Ginger Allen will return as Blair, Maniac, and Rachel to usher in what Origin is calling the first part of a new Wing Commander trilogy.

—Dan Elektro

Developed and published by Origin
Available November



Yesterday, in a galaxy far, far away, 17 Imperial ships were outmaneuvered by a lone X-Wing fighter. Just nine years old, Kyle Smith was the youngest pilot in the Rebel Alliance, and all hopes of victory rested
on him.



for Game Boy



for PlayStation



for Nintendo 64

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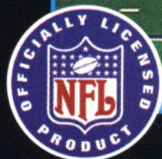
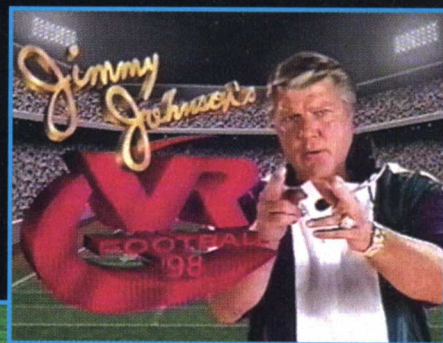
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

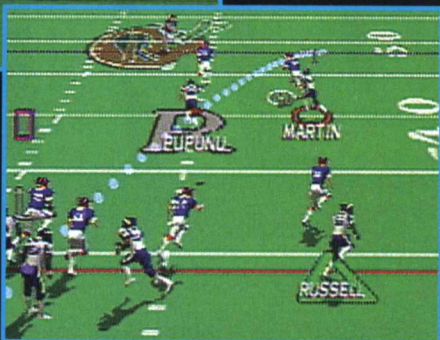
Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

"There is so much more in my game...so get a move-on and check it out for yourself!"

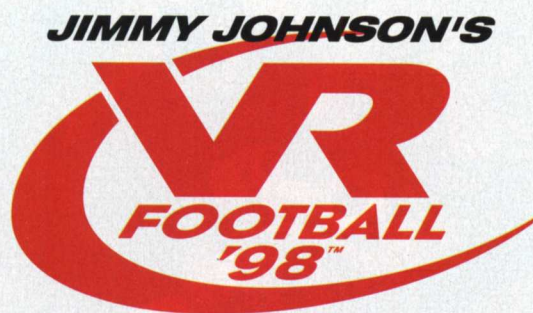
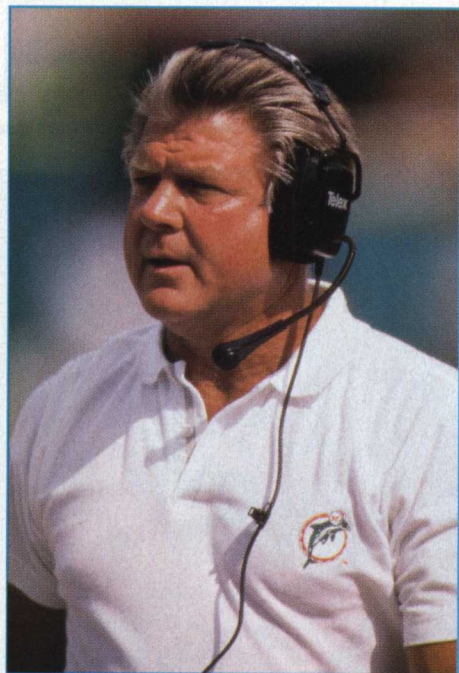
— Jimmy Johnson



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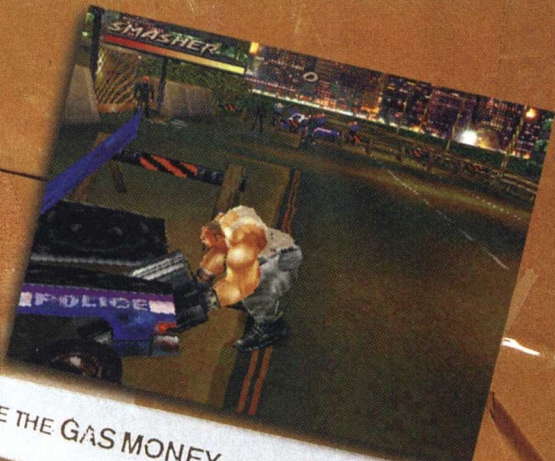
**"GOES 0 TO 60
IN 4.5 SECONDS.**

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson

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EIDOS
INTERACTIVE

You've been warned.

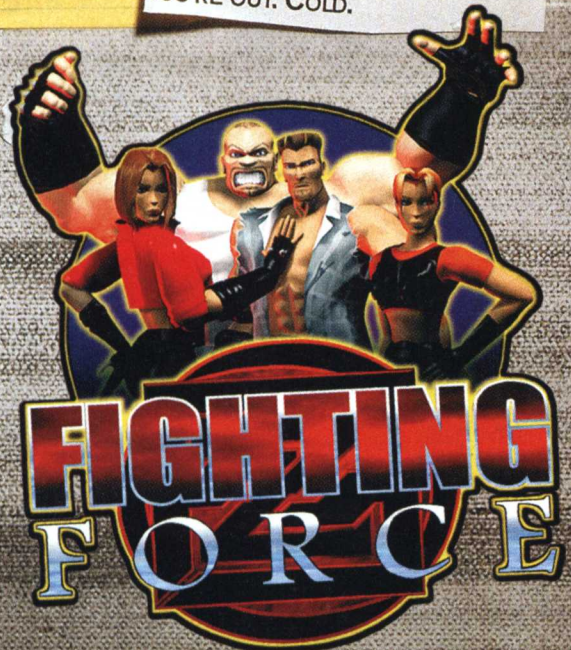
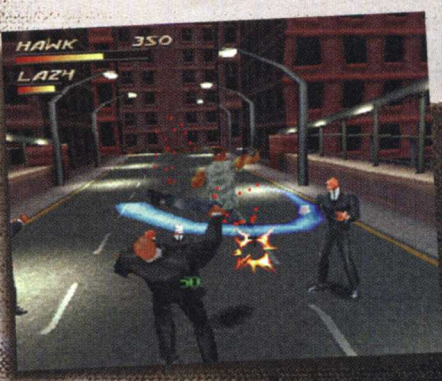
CORE

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THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.



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JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.



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Hot at the Arcades

MORTAL KOMBAT 4

MK rocks the house once again! Mortal maniacs will find that MK4 was worth the wait, but Fatality fanatics will have to wait a little longer to get their kicks.

By The UnKredited Komatant (U.K.K.)

Note: This review of Mortal Kombat 4 is based on version 1.0; some moves and features may change in subsequent versions.



MK4 features 12 fierce fighters—6 old ones and 6 new ones. The Select Your Fighter screen also leaves room for 3 hidden characters, plus Random, Group Battle, and Hidden Select modes.



What would MK be without Scorpion's classic line "Get Over Here"?

Pushed by the wave of competition from Virtua Fighter and Tekken, Mortal has finally hit the arcades in 3D, though at its heart, MK4 is essentially the same 2D game. MK4 re-vamps traditional Kombat with sharp polygon graphics, vicious new characters, and a smashing new weapons system. MK4 has been in the arcades for a while now, but at press time, it was still very incomplete (see sidebar "Incomplete Kombat").

The More Things Change...

The newest feature in MK4 is the addition of weapons. Each character has a unique weapon that provides a new set of attacks to replace most of the standard punches. The weapon strikes are simple and intuitive; there are no fancy weapon breaks or deflects as in Soul Blade or WeaponLord. You can, however, pick up an opponent's dropped weapon and use it against them.

Combo heroes will notice that the button-tap system



MK4 starts with an impressive rendered intro featuring a Raiden monologue explaining the current conflict: Raiden's old nemesis, the evil Shinnok, versus the entire Mortal realm.

from MK3 has been whittled down to a maximum of two hits. Furthermore, some of the traditional juggle combos no longer work.

You Gotta Have Kharacter

At 12 characters, MK4's lineup seems thin, but there's a great balance between old and new. Longtime favorites Sub-Zero, Scorpion, Raiden, Liu Kang, Sonya, and Reptile return and are joined by six awesome new warriors. There also appear to be three hidden characters, one of whom is probably Noob Saibot.

Just Four Fun

Assuming it gets cleaned up, MK4 will make it worth dropping a few quarters...and a few pints of blood. **E**



PROTIP: Tap →, ↓, LK to do Quan Chi's Teleport Stomp. It's a fast move that can easily defeat most opponents.



PROTIP: To do the new limb-break attack, get close to an opponent, hold → and tap LK.



PROTIP: Tap \leftarrow , \downarrow , \leftarrow , HK for Jarek's Earthquake. This move's even easier and more effective than Jax's old Ground Pound.



PROTIP: Shinnok can impersonate all the other warriors and use their moves. Tap \downarrow , \leftarrow , LP to mimic Sub-Zero.



PROTIP: To put Kai into his handstand mode, tap and hold Block and tap LK. Be careful—even though Kai is fast in this fighting style, he can't block.



Do a roundhouse kick to show off MK4's cutting-edge 3D camera rotation.



One of the few Fatalities in version 1.0 of MK4 is the Fan Stage Fatality where an opponent is sliced and diced into a bloody froth of body parts!



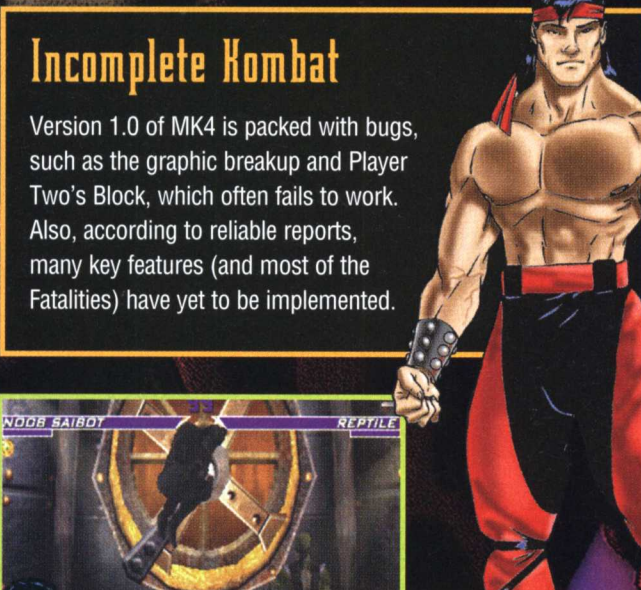
As Sub-Zero demonstrates, the new weapons satisfy any fighter's thirst for blood!



PROTIP: To do Fujin's Air Lift (which sets up an opponent for an uppercut or roundhouse kick), tap \rightarrow , \downarrow , \rightarrow , HP.



PROTIP: Tap \downarrow , \rightarrow , LK to execute Sonya's devastating new Cartwheel Kick.



Is Noob Saibot a secret Kombatant? Chances are—yes!



Graphics

4.5

The 3D graphics really come into play during camera rotation caused by a throw, a roundhouse kick, or a similar move. Overall, MK4's not quite as impressive-looking as Tekken 3, but the visuals are killer nonetheless.



Sound

4.5

The dark, foreboding music of the MK series has always been excellent—and MK4's is no exception. The voices, however, are the star of the show—wait until you hear the silly, incoherent babbling!



Fun Factor

4.0

If you like consistent Kombat, then MK4's for you. The weapons system and new characters add enough variety to keep the fighting fresh.



Control

4.0

MK4 version 1.0 feels a bit less fluid and responsive than past MKs. Whether this is due to early version bugs, the new graphics system affecting gameplay, or something else is hard to tell.

Dino Arcade Annihilation

The Lost World: Jurassic Park is ready to stomp arcades with some of the fiercest blasting action you've ever seen!

By Johnny Ballgame

The Lost World: Jurassic Park is a 3D gun game loaded with intense levels and vicious creatures who'd like nothing more than to tear you limb from limb. This one- or two-player shooter features 5 levels of violent action, 14 types



of dinosaurs to blast into extinction, and some of the craziest gameplay seen in arcades today. People get eaten, pounced on, and torn apart as you try to



save the human race from the awesome assortment of dinos.

Better than the Movie

The graphics of The Lost World are a giant leap forward for gun games in terms of sight and speed. The game zooms by at 60 frames per second using Sega's Model 3 arcade board (which was first made famous by Virtua Fighter 3 and Sega Super GT). The Model 3 produces 100,000



polygons per second with full texture mapping and no slow-down (you don't even have the chance to wipe the sweat from your forehead).

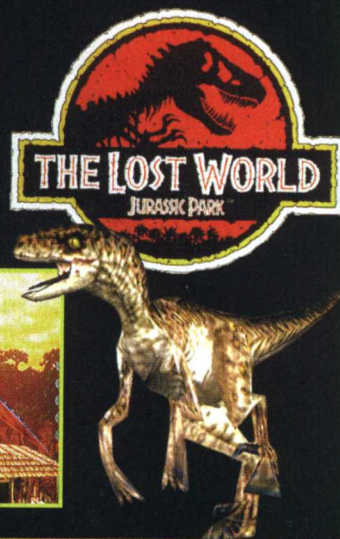
Also adding to the danger and excitement of Lost World is the interactive cabinet that you sit in to play. To fully engage you in the action, it features a surround-sound speaker system and a seat



that vibrates when you take a hit.

If you have a pocket full of quarters and your homeboy does, too, then pull the trigger and prepare for a lost weekend of fun shooting action.

**Published by Sega GameWorks
Available now**



Street Fighter 2nd IMPACT

Fans of Capcom fighting games—and especially Street Fighter—shouldn't be surprised that a new version of Street Fighter III is popping up in arcades. Titled Street Fighter III: 2nd Impact, the game features three new characters, new stages, and improved gameplay—Dudley's infinite combo has been removed and taunts have been

added. New characters include Hugo (another huge wrestler-type) and Urien (who's somehow related to Gill?), while Yun and Yang now have their own set of different moves. Maybe this update will finally have the Impact fighting fans originally expected from SFIII.

—Johnny Ballgame

**Published by Capcom
Available now**



MEET LORD DEIMOS. HE'S GOT LOOKS THAT KILL. HANDS OF STEEL. A ROTTEN DISPOSITION.

(AND HE'S ABOUT TO GET MEDIEVAL UPSIDE YOUR HEAD.)



Lord Deimos is just one of the vicious warriors you'll go against in Mace - The Dark Age. Each fighter comes with his or her own deadly weapon and so many different moves and combos that inflicting pain will be easier than ever before. And thanks to the arcade development of the "Voodoo Graphics" chipset, you'll get 3-D fighting as you've never seen before. So pick up Mace - The Dark Age today. But watch out for Lord Deimos - he's looking for his next victim.

MACE
The Dark Age
EVERYTHING'S A WEAPON.



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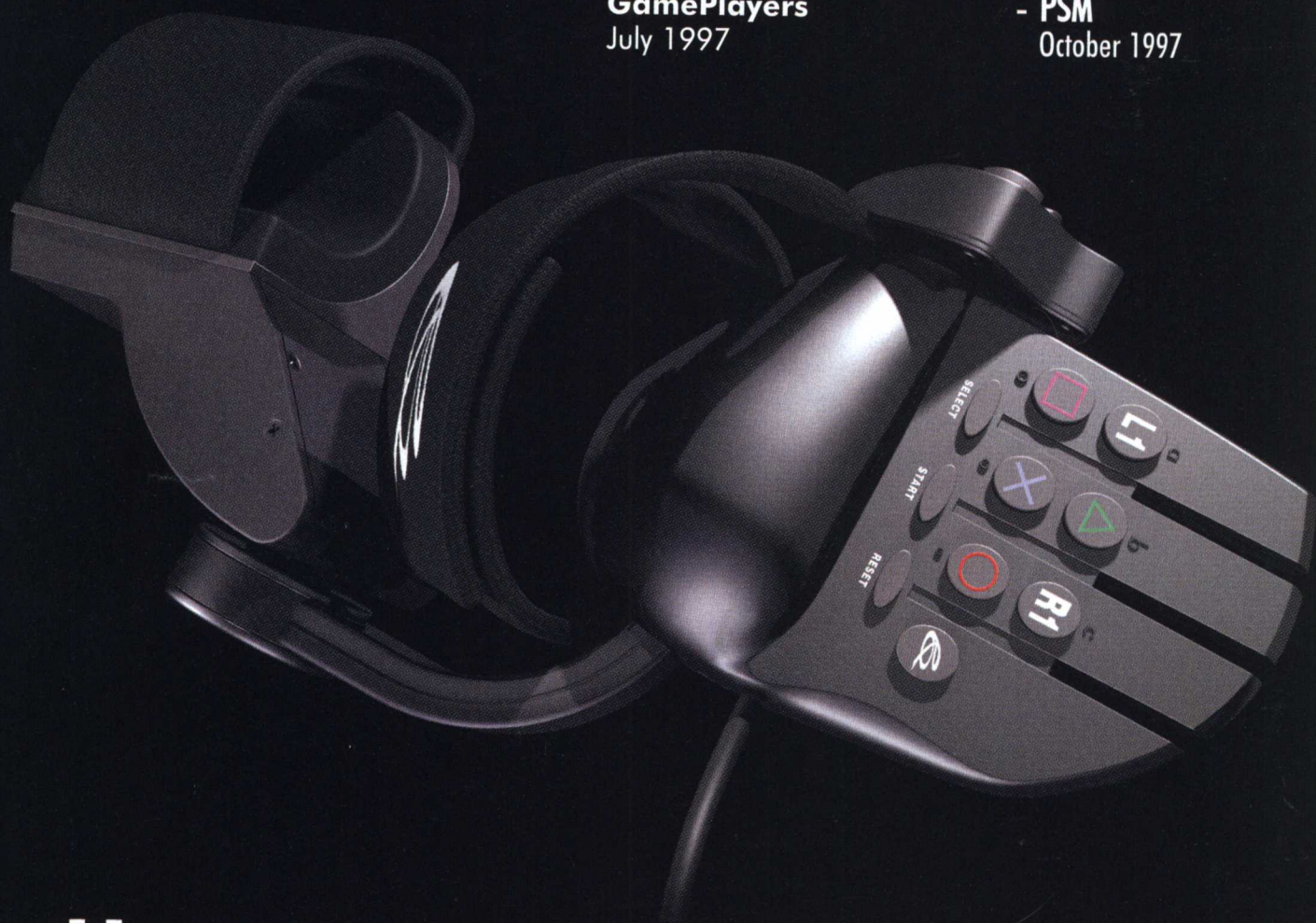
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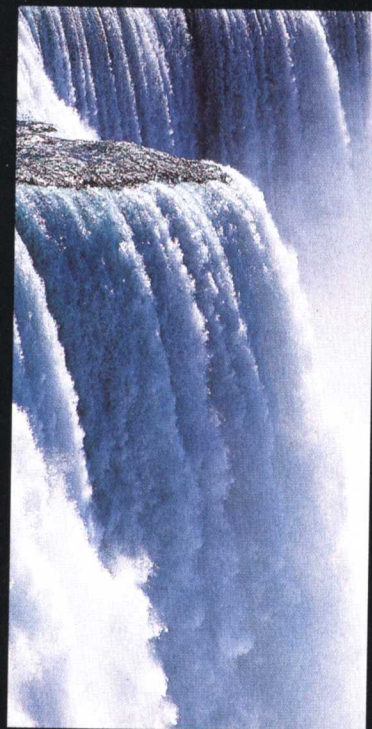
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b u r i a l p l o t



you'll catch more air, you'll even nail 360-degree corkscrews. Plus, you can challenge a friend on the two-player split screen. All you need is a PlayStation™ and a death wish. Because if you're lucky, you'll reach the checkered flag. Or you'll die trying.



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Diddy Kong Racing

(By Nintendo)

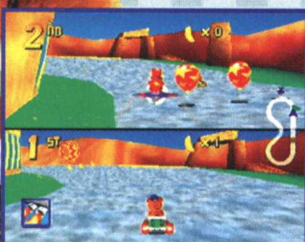
By Johnny Ballgame



Price not available
Available November

Racing
4 players
25 tracks

DIDDY KONG RACING



PROTIP: When you hit speed bursts, let go of the gas to go faster.

PROTIP: If you have at least 16 balloons, go into the water, and underneath the rainbow you'll find new courses to race on.



Diddy Kong gives you the choice of eight racers, each with their own strengths and weaknesses.



PROTIP: Use the magnet to catch the vehicle immediately ahead of you.

Diddy Kong is a feverishly fun Nintendo 64 racer that combines elements of Mario Kart 64, Wave Race, and Pilot Wings 64 into one spectacular game. If you're looking for an addicting thrill ride this holiday season, Kong is king.

Doo-Wa-Diddy

What separates Diddy Kong Racing from other games is its unique style of gameplay. You race in three vehicles (carts, hovercraft, and planes), depending on the course. This variety leads to awesome multi-player games as certain tracks allow each player to select a different vehicle while racing. If you're in a hovercraft on the ground, you actually see the other player trying to pass you overhead in a plane, making for insane action and fun times.

Diddy also includes an adventure mode where you select one of eight cutsey Nintendo characters (Diddy, Banjo, Krunch, Bumper, Conker, Tip Tup, Pipsy, and Timber) to race with and explore a 3D world set up similar to Mario 64. This overworld houses humongous racetracks locked behind gigantic doors. Every time you finish first in a race, you're awarded a gold balloon. By collecting these balloons, you're able to open up new tracks and worlds to compete in (like Mario 64 and its gold coins).



PROTIP: Perform a barrel roll in the plane by holding Left or Right on the controller while double-tapping the Right trigger.



PROTIP: Get an early lead with a jump start. Hit the gas right as the word "Go" starts to appear onscreen, and you'll jerk forward ahead of the pack.



Sound

4.5

The childish music and splashing water effects give you the feeling you're at Disneyland. The boss and genie voices could have been done better, though.



Control

5.0

Each vehicle features unique yet flawless control. Power-ups allow you to blast opponents with missiles and drop oil slicks in the road, adding to race strategy.





PROTIP: When flying, don't forget to swoop down and grab bananas on the ground to gain maximum speed.



PROTIP: In the first Key game, don't just drop your eggs onto your nest from the sky. You'll need to use the brake and virtually stop on your nest to land the egg safely.



PROTIP: Find the hidden key in the snow world in Snowball Valley. At the start of the race, turn immediately to the left, and you'll find the key in a little out-of-the-way cove.



PROTIP: In the Greenwood Village, drive into the well to find a shortcut.



Graphics

5.0

The colorful and imaginative tracks sport intriguing landscapes, creatures, and backgrounds while showing very little pop-up. The waves in the water courses look just as good as those in Wave Race.

Kong Kart 64

DKR features 25 tracks, 6 worlds, and a number of special challenges. These include boss stages, hidden keys that open up new play modes, and silver coin races where you not only need to finish first, but you have to collect all the coins spread around the track. The incredibly detailed courses include different paths, shortcuts, power-ups, speed bursts, and a number of obstacles on the track, such as dinosaurs on land and spinning logs in the river.

Vehicle control makes Diddy a dandy as you can not only powerslide but can use the brake and slide buttons together to perform a 180-degree turn around what seems like impossible corners. The hovercraft and cart also drive in reverse in case you're caught behind a barrier.

Rare's new Real Time Dynamic Animation (see sidebar "Diddy's Dynamic Graphics") provides gorgeous gorilla graphics and light sourcing and enables the tracks to speed along with little draw-in and virtually no breakup. Finally, a racing game that both plays and looks fantastic!

Diddy's sound also sizzles with squishing noises when you run over frogs and squealing tires as you skid around corners. The stereotypical voice of the genie might offend some, though.

Long Live the Kong

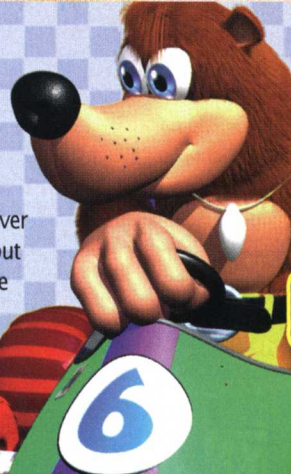
Diddy Kong cruises past its holiday competition, offering extended value with fun gameplay variations, great multiplayer games, and cool courses. It's time to grab some friends and see who has the bananas big enough to speed into the spotlight of the most revved-up racer this season. **G**



Fun Factor

5.0

Take Diddy for a test drive and you'll be hooked. It's the smoothest ride you can buy this holiday season.



Multiplayer games allow different players to race in various vehicles on the same course.



PROTIP: Use a homing missile on the squid boss to slow him down—it's the best way to beat him.



PROTIP: Two-wheel turns are performed by simultaneously tapping the Right trigger and the brake.

THE CUTTING EDGE

Diddy's Dynamic Graphics

There's a reason that Diddy Kong Racing scored 5.0 for Graphics. It's called Real Time Dynamic Animation. This graphics software tool was created by Rare specifically to achieve major visual goals for DKR. RTDA is unique to N64 games. It creates 3D polygon graphics on the fly; that is, the software instantly paints the onscreen visuals in response to your button presses. RTDA also enables the N64 CPU to juggle individual character animation to enable you to see eight characters racing on-screen at the same time, no matter which vehicle you're driving or what gameplay perspective you're using. Expect to see RTDA in other Nintendo 64 games. It's the 200-pound gorilla in the graphics house.



WCW vs. NWO World Tour

(By T+HQ)

By Johnny "Buff" Ballgame

Price not available
64 megs
Available November

Wrestling
4 players
Multiple views



KIDS TO ADULTS



PROTIP: When your opponent's on the ground, stand by his head or feet and tap A to slap on a submission hold.



PROTIP: When running toward the corner turnbuckle, tap A to leap onto the ropes and jump at your opponent with a flying body-press.



PROTIP: During tag-team matches, keep your opponent in your corner and make frequent tags to keep the pressure on.



PROTIP: If your opponent is outside the ring and you're still inside, stand up against the ropes facing him. Press the directional pad toward your opponent and tap A to perform a high-risk attack.



PROTIP: The longer you hold down A during a lock-up, the more powerful the move you perform will be.

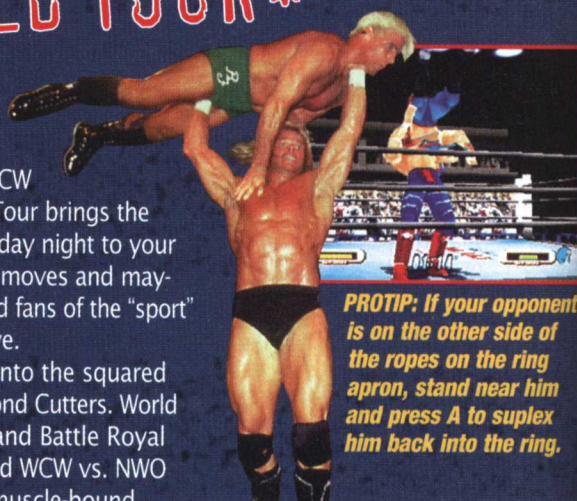
WCW vs. NWO *WORLD TOUR*

The best-playing wrestling game to date, WCW vs. NWO World Tour brings the big boys of Monday night to your N64 with all the moves and mayhem that devoted fans of the "sport" have come to love.

Gamers step into the squared circle with more options than DDP has Diamond Cutters. World Tour sports Singles, Tag Team, Handicap, and Battle Royal matches, along with Tournament, League, and WCW vs. NWO challenges. The game also features over 45 muscle-bound maniacs of the mat, including "Hollywood" Hulk Hogan, Diamond Dallas Page, and the Outsiders.

Setting World Tour apart from its rivals are its incredible control and unmatched repertoire of authentic wrestling moves. From simple pile-drivers to complex reversals, you won't have more wrestling ability at your fingertips unless you go to wrestling school.

This is a must-buy not just for wrestling fanatics, but for all fans of fun beat-you-bloody action games. So grab a copy and clothesline a friend; it's just toooo sweet! **G**



PROTIP: If your opponent is on the other side of the ropes on the ring apron, stand near him and press A to suplex him back into the ring.



A bloodied Syxx tries to rip off Eddy Guerrero's arm.



Graphics

4.0

Although the wrestlers aren't size-proportioned (Rey Mysterio Jr. and the Giant are the same size?), their moves are well detailed, and they grab their injured limbs and bleed after getting whipped on.



Sound

3.5

You can hear the pain as wrestlers get smacked around the ring, but someone should put a choke-hold on the awful music.



Control

4.5

Reversals, tests of strength, and a momentum meter combine to give wrestling fans unmatched control in the ring. The only problem is that in four-player matches, you can't strike opponents who are locked up until after their move is done.

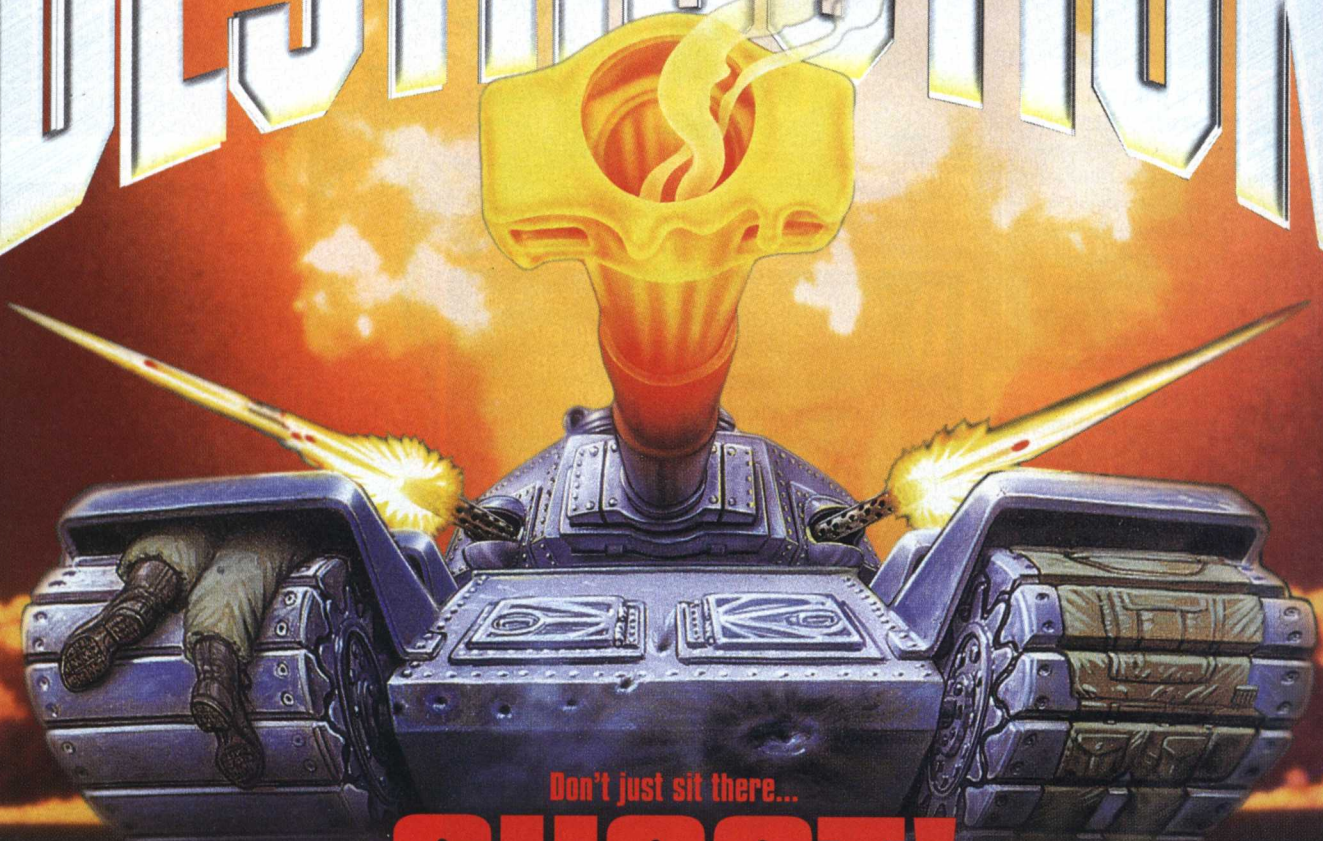


Fun Factor

4.5

If you're looking for Giant-sized fun, step into the ring with WCW vs. NWO World Tour. Matches this fierce are usually only seen on Pay-Per-View.

MASS DESTRUCTION™



Don't just sit there...

SHOOT!



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Duke Nukem 64

PREVIEW



Duke Nukem 64

(By GT Interactive)

By Scary Larry

\$69.95

Available
November

Corridor
shooter
4 players



Graphics

4.0

The graphics in Duke are a mixed box of ammo—mutant enemy sprites blur out, while human sprites (and the occasional stag film) you find throughout the level are blocky and jagged. Nice explosions help out, though.



Sound

4.0

Although Duke's exclamations ("Let's rock" and "Come get some" to name a few) are embarrassingly timid when compared to the PC version, the grunts, death screams, and explosions will all rock your TV speakers.



PROTIP: In this bathroom, destroy the toilet, then click on the wall to reveal a hidden area with pipe bombs, Holodukes, and more.



PROTIP: Any crack in the wall is a potential hidden area. Use pipe bombs or the grenade launcher to open them up.



PROTIP: Jump over the counter in the movie theater and open this door to grab the shotgun.

Duke Nukem 3D for the PC was one badass corridor shooter, but it had certain things that separated it from the pack—raunchy humor, some pretty funny wise-cracks, and a slightly seamy undertone. Duke Nukem 64 loses some of the edge by toning down key elements, thereby lumping it in with the rest of the corridor crew.

It's not just the lack of new—Duke 64 does have some exclusive levels and weapons. But after a couple of minutes with Duke, you realize that you played this one before when it was called Doom 64. Or Hexen 64. Or Turok: Dinosaur Hunter. You get the gist.

Duke's a pretty game and a pretty enjoyable one at that, but it doesn't reach any new heights, nor will it thrill you with new features. If it were as adult as its PC roots were, then you would've had a more controversial and slightly more interesting game. If you've traversed every corridor on the N64 so far, Duke will satisfy. Otherwise, newbies should check out Turok. **G**



PROTIP: Lots of power-ups are just a jump away, like this Atomic Health you'll find on top of the projector.



PROTIP: Everyone knows that you can jump onto the first ledge in Hollywood Holocaust and turn to the right to grab the grenade launcher right off the bat. But if you stay on the ledge in front of the crate, then follow it to the burning dumpster, you'll get an Atomic Health power-up.



Fun Factor

4.0

Although enjoyable, Duke could have used more fine-tuning in gameplay and perks. It seems so ordinary without the PC raunchiness—so much like Doom that there's little to separate it from other corridor shooters.



Control

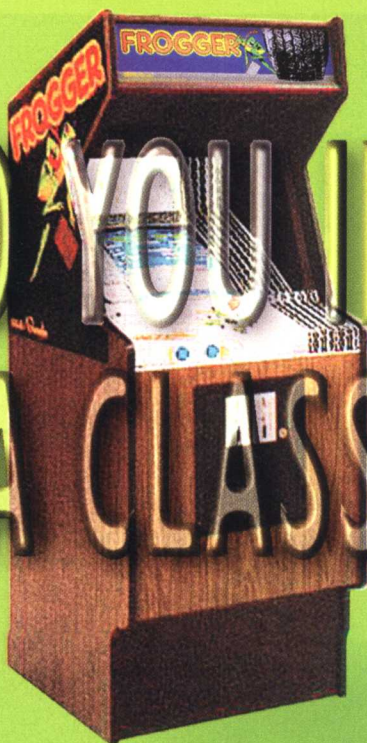
4.0

The analog stick should be reconfigured right away or it'll be Duke Pukem for you. The gun also seems a little off—your aim has to be dead-on to hit the mark. Beyond that, the controls handle smoothly.



PROTIP: One of the weapons you must master quickly is the grenade launcher. Learn to angle the shot so the grenades bounce off the wall and detonate around a corner.

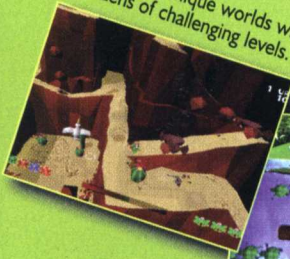
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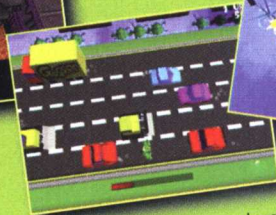


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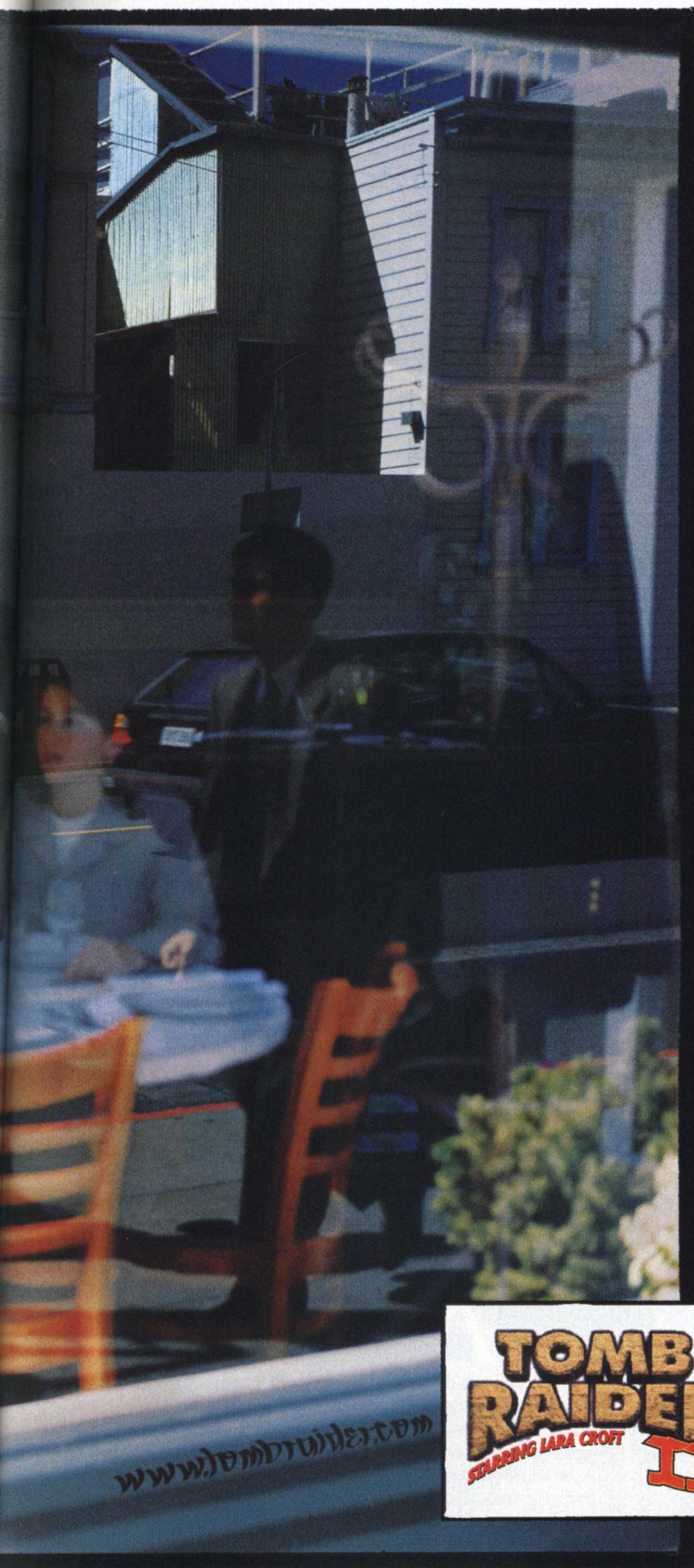
EXPLAINS IT, "I SEE HER EVERYWHERE...

IN THE PUB, THE SHOPS AND ONCE, RIGHT THERE

NEXT TO ME IN THE LOO. BUT THEN, I TURN MY HEAD

AND SHE'S GONE." CONAL'S MOM THINKS HE'S "PLAIN BARKING

MAD." HIS BEST BUDDY MICK JUST WISHES IT WOULD HAPPEN TO HIM.



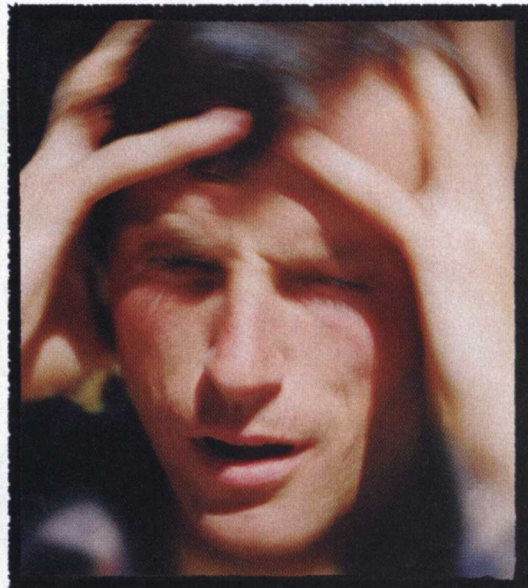
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Inset photo (above): Without warning, tea time becomes TR II time.

EIDOS
INTERACTIVE
You've been warned.





San Francisco Rush Extreme Racing

(By Midway Home Entertainment)

By Dan Elektro

Price not available
Available November
Racing

2 players
6 tracks
Multiple views



San Francisco RUSH EXTREME RACING



PROTIP: As you cross the start/finish line on Track 1, veer left into this tunnel for a killer shortcut.



PROTIP: You can mow down small trees without a problem, but watch out for big ones and clusters—they'll stop you cold.



PROTIP: Most people take the obvious ramp here on Track 4—but look to the right and you'll see a smaller tunnel leading to a more exciting rooftop shortcut.



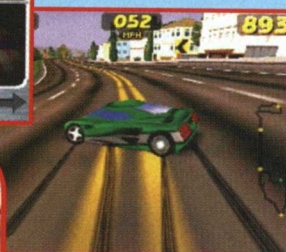
PROTIP: This one's for experts only. On Track 2, drive through the second line of cones (on the raised freeway). You'll come to an unfinished stretch of three-tier highway. Jump from right to left, landing on the second tier. Follow the road to the end and you'll get to drive around on a half pipe—with full loops at the ends!



PROTIP: Grassy areas slow you down, so driving over them isn't always a shortcut—especially the larger ones on Tracks 1 and 5. If you can't fly over the grass and land on pavement, don't bother—just drive around it.



PROTIP: The van and sedan can take the most abuse before exploding.



PROTIP: While you can't exactly power slide in S.F. Rush, you can fishtail the car around corners if you slam into reverse (bottom C button) as you turn.

Thrilling, high-speed racing finally hits the Nintendo 64—but not without a price. San Francisco Rush Extreme Racing features everything you'd want in an arcade racer...except responsive controls.

Fans of the arcade version will be happy to hear that most everything's been preserved, if not enhanced: eight cars, six urban tracks, four views, aggressive A.I., and dozens of hidden shortcuts (plus a Practice mode to let you explore them at your leisure). And never mind your heart—the death-defying leaps will make you leave your stomach in San Francisco.

You can pop in your Rumble Pak for a jolting joyride or save your best times to a memory card. The game's only major shortcoming is the steering—basically, you can't. But if you can learn to compensate, Rush will leave you breathless on the streets of San Francisco. **G**



Fun Factor

4.5 It's about time a game showed what the Nintendo 64 has under the hood for the racing faithful. What a Rush!



Graphics

4.5 Recognizable landmarks, adjustable fog levels, no pop-up, and a brisk frame rate make Rush a joy, even in split-screen mode.



Sound

4.0 The engine noises and tire squeals sound great—but the tunes are a bit compressed, and that annoying high-score music has to go!



Control

3.0 Steering is the only place where Rush looks like it was, well, rushed. The analog stick just isn't responsive, and there's no way to power slide.

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Nintendo 64

PREVIEW



Bomberman 64

(By Nintendo)

By Scary Larry

\$69.95

64 megs

Available
December

Action/
adventure
4 players



PROTIP: In the first area, use the pillars as bumpers—you can bounce bombs off almost any object.



PROTIP: In the field, bombs are invisible. Try to clear out the rocks, then kick bombs across the grass at opponents.

BOMBERMAN 64



PROTIP: You can't read certain signs unless you bomb the ice off them first.



PROTIP: In the Greedy Trap, angle your bomb toward the stairs and it will travel around the lower level, stunning opponents.



Get

ready to lay it all on the line once again with the Nintendo 64 version of Bomberman. But don't expect your father's bombs—this game does little to emulate previous Bomberman games. Bomberman 64 ditches the traditional linear detonations in favor of circular explosions—that is, the bombs explode like real bombs in a small cloud of fire. Another small difference is that your bomber is immediately imbued with bomber power-ups. For example, you can always kick and carry bombs, abilities you could only get by collecting icons in previous Bomberman titles.

But there is a cure for those who are achin' for some bombin' bacon. The Story mode of Bomberman offers enough strategy, thrills, and puzzle-solving to keep casual gamers interested for some time. It's almost like Super Mario with bombs, and you won't be blowin' it by buyin' this one. **G**



Sound

4.0

Bomberman's insignificant screams of pain aren't going to go over big with gamers, and the cutesy music has to go. Even the explosions sound slightly muted.

PROTIP:

In the lava pits, watch for shadows that indicate that large bombs are being dropped on you. Walk toward tough enemies and let them receive the full power of the drop.



Graphics

4.5

Although the graphics in the Story mode are right on the money, the smallish Battle mode graphics will strain your eyes. Cool, colorful explosions help out all around.



Fun Factor

4.5

You can't go wrong with Bomberman—even the Saturn version is fun. But for once, Bomberman's Story mode holds more excitement than the multiplayer bombing, giving the game more depth.



Control

3.5

If you think this is going to control like past Bomberman games, forget it—you're going to have to get used to the analog stick in a hurry. The stick works fine in Story mode, but in the heat of Battle mode, it downright sucks.



PROTIP: Your best bet in the staircase level is to drop bombs from above. If you stun your opponent, just drop another bomb.

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Extreme G

(By Acclaim)

By Scary Larry



KIDS TO ADULTS



Price not available
64 megs
Available now

Hovercraft racing
4 players

extreme G



PROTIP: When you see a split in the path, the safest rule is to follow the computer-controlled car in front of you. The computer will always take the shortest path.



PROTIP: Try not to use the Turbo until you're familiar with the tracks. The best time to kick in the Turbo (you get only three boosts) is on long straightaways.



PROTIP: When you find this Trailer power-up, weave across the track and burn vehicles behind you.



PROTIP: Mines are the hardest power-ups to use because you can't see if they've worked. Try to lay 'em in a tight area where it will be hard for speeding craft to react.



PROTIP: The easiest way to score a hit with projectile weapons is to wait until you see the opponent's number appear above their vehicle, then Turbo in and hit 'em dead-on.



PROTIP: Get an extra boost at the beginning of each race by letting bikes behind you bump into you. They'll send you soaring.



PROTIP: Because of the high number of on-track weapons, you should choose a cycle that has good acceleration and a high maximum speed.

Warm on the heels of last season's mammoth hit, Turok: Dinosaur Hunter, Acclaim is now entering the cyber-racing arena with Extreme G. Regardless of how hard Acclaim tries to stay away from the comparison, Extreme G is basically Wipeout for the Nintendo 64—not Wipeout XL, mind you, but the original Wipeout. However, it's still a very fast racer that speed demons may want to check out.

You can choose from five vehicles, each with a different rating for speed, acceleration, and the like. Some are faster, some are better at turns, and some have better weapons. The vehicle you choose is equipped with one weapon, but there are several more to pick up on the tracks, just as in Wipeout. You can race solo and try for the best time, race against other vehicles in the Extreme Contest, or burn a bud in the multiplayer mode.

Extreme G will keep N64 racers sated until F-Zero 64 debuts. While it's not the deepest or most original racing game, it will still take you on a fun ride. **G**



Fun Factor

4.5

Extreme G will definitely activate the salivary glands of Wipeout fans who traded in their PSX for an N64. It's actually Wipeout Lite—less filling, tastes great—but it's still heavy-duty fun.



Graphics

4.5

Extremely smooth and incredibly fast, Extreme G's graphics are marred only by the extensive use of fog in the backgrounds. Besides that, you won't find a sleeker futuristic racer on the N64 this season.



Control

4.5

The controls work well and are also customizable. However, the tracks help you out too much (you can't spill on the turns unless you really try), and the power-up weapons rarely hit their mark.



Sound

4.5

Extreme's techno music will only remind gamers that this isn't Wipeout. Just for once, someone should try classical music or rap as background noise. In any case, the music is unobtrusive and actually pumps you up for the races.

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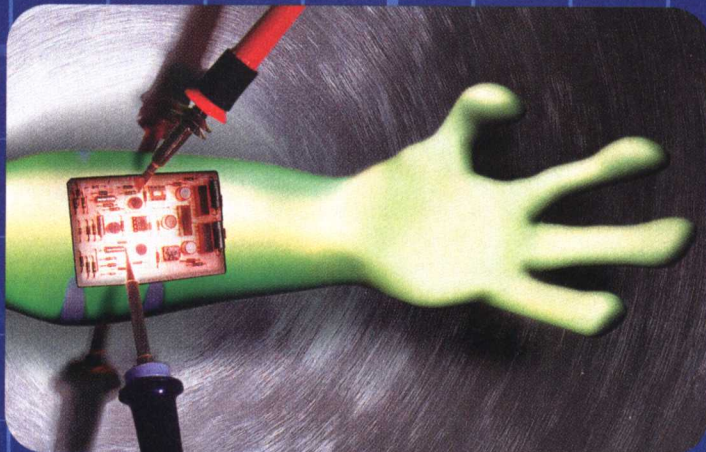
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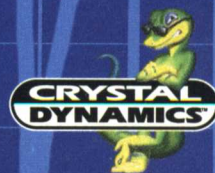
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MDK

(By Playmates Interactive)

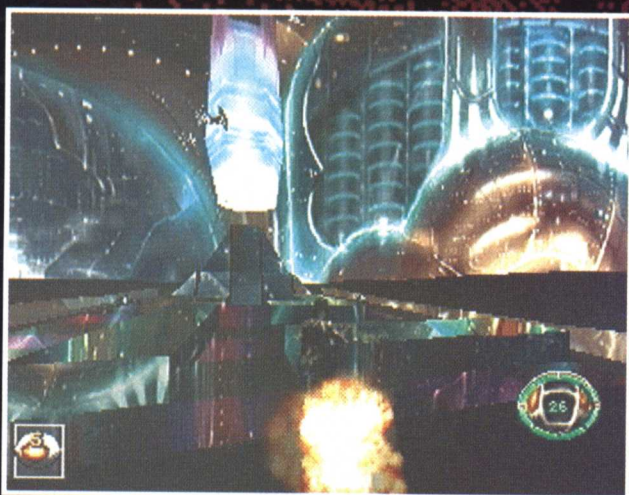
By Air Hendrix

Price not available
Available November

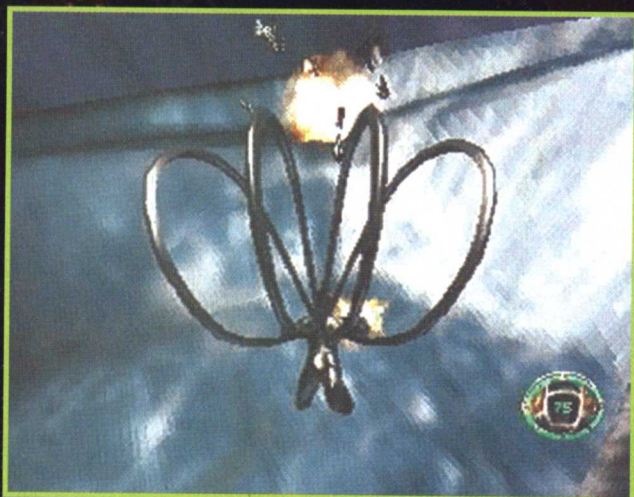
Action
1 player
Multiple views



PROTIP: As you descend into the start of the game, collect power-ups without worrying about your health—a 150 percent health power-up awaits you at the bottom.



Beautiful levels like this mirrored room show off the dazzling style of MDK's graphics.



PROTIP: Kurt's parachute is good for more than just descending. Use it to soar over enemies and to attack from above, or if you're in a hurry, just take a hop and start gliding.

PROTIP: You'll find a secret area behind the last cannon in Level 2-4.

Following its headline-grabbing debut on PCs earlier this year, MDK arrives on the PlayStation scene, where it's bound to earn equal acclaim. Spectacular graphics, killer gameplay, and the game's sheer panache mark MDK as one of the premiere action titles of 1997.

In the Sniper Scope

As with most action games, MDK's story does little more than provide a framework for the action. Invading aliens (original, eh?) are using six minicrawlers—huge city-sized vehicles—to strip-mine the Earth. Based on an orbiting research station, Kurt (the main character) loads up with wicked

weapons and gizmos, then descends to the minicrawlers, which serve as extremely effective settings for the game's six vast levels.

Once there, Kurt goes to town with his sleek armored suit. In addition to standard equipment like guns, armor, and pickups (grenades, etc.), he packs a retractable parachute that lets him glide or recover from falls—it's one of the coolest toys in gaming. Best of all, though, is his sniper helmet. You can toggle between the regular behind-the-Kurt view and a sniper view, where you can reconnoiter an area or zoom across miles and neatly deposit a round right through an enemy's eye.

Shiny, the developers of MDK and hits like Earthworm Jim, milked this impressive package for every ounce of quality gameplay you'd expect. MDK is riveting, combining tensely paced run-n-gun gameplay with the stealthy, strategic stalking that the sniper helmet enables. You'll need to smartly balance the two approaches—sometimes blasting through an area, commando-style, is the only way to go, but often you'll need to prowl around and snipe to have a chance of surviving.

The final twist in the gameplay is a minor puzzle element, which requires you to figure out how to unlock doors and solve other not-too-demanding challenges. If there's a fault in MDK's action, it's that Shiny's roots, well, shine through as the game occasionally descends into the kind of platform-hopping that belongs in a Mario game.

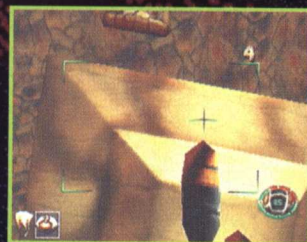
Murder & Mayhem

MDK's well-varied levels will keep your interest level high. There's something fresh and new lurking around every corner—a huge boss, a snowboard ride, a bombing run, a firing range where you're the target, and much more. PC players, be warned, though—this game's identical to the PC original except for a few extra secret areas that don't warrant a replay if you've already beaten the PC version.

As for controls, MDK's fluid, intuitive responses keep you in the heat of the action. Sony's dual analog controller handles like a dream—if you haven't bought one yet, MDK's a fine excuse.



PROTIP: As soon as you enter Level 1-3, use the sniper view to target the row of explosives along the top of the building.



PROTIP: On the bombing run in Level 1-5, concentrate your attacks on the buildings and try to blow them open. It's much harder to do later in the level if you fail.

MDK



Fun Factor

5.0

MDK delivers a knock-out combo of stylish, innovative gameplay and mouth-watering graphics. Every PlayStation gamer should check this one out.



Graphics

5.0

Always engaging and at times arresting, MDK's visuals pack a sizable "wow" factor with well-varied, rich levels and smooth character animations.



Sound

5.0

There's a laugh around every corner as these enemies yelp in terror or snarl in anger. Great weapons effects and music polish it all off.



Control

5.0

Smooth, responsive handling immerses you in the action—especially with the slick dual analog controller.

Nice Tights

Visually, MDK will adorn your screen with the kind of lush graphics usually seen in PC games. Granted, PC gamers will notice a downgrade from that version, and the game does briefly freeze up at times when loading, but for the PlayStation, MDK's fantastic. Kurt's lithe movements look uncannily real, while the levels erupt with beautifully detailed terrain and vertigo-inspiring perspectives. Humorous touches, such as enemies that curl up and cower when attacked, will keep you chuckling as you go.

MDK goes the distance with its sounds, too. Fittingly operatic music accompanies your struggles, and the booms and thumps of weaponry will rattle your speakers. The enemy's dismayed hooting as you attack is truly hilarious.

Lock & Load

MDK's biggest problem is that its six levels—six long, large levels—are over too quickly. But that's no reason to miss out on one of the finest PlayStation games this year. This kind of deep, action-packed game's worth every penny. **G**



PROTIP: The single best way to fight is the strafe move. Use it to circle around enemies while firing continuously.



PROTIP: In these bonus areas, avoid running into the walls of the tunnel for as long as possible to score power-ups.

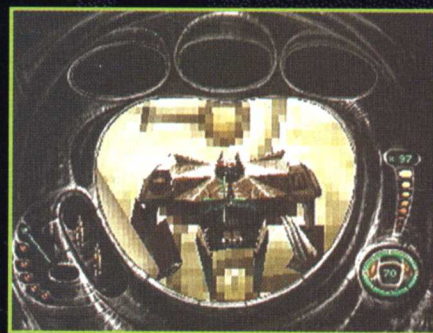


PROTIP: Open up a ramp out of Level 2-6 by killing off the alien that bounces all over the room.



PROTIP: Always destroy these alien generators quickly—they create new enemies.

PROTIP: After you use your first nuke in the game, return to the start to find a secret area. Kill 20 enemies there to earn a tornado power-up.



PROTIP: Before entering a new area, always use the sniper view to scout it out.



Kurt plummets through the atmosphere toward one of the minecrawlers.



PROTIP: In Level 1-6, first take out the big gun, then lob a mortar round into each of the four pipes that jut out above the window.



Mortal Kombat Mythologies: Sub-Zero

(By Midway Home Entertainment)

By Major Mike

Price not available
Available now
Action/fighting

1 player
9 stages
Side view



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO



The deadliest ninja since Shinobi goes it alone in *Mortal Kombat Mythologies: Sub-Zero*.

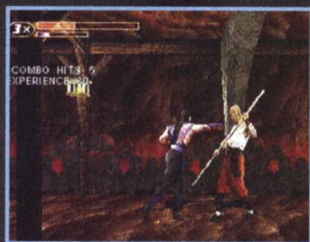
SUB-ZERO'S POWERS



Sub-Zero's controls are the same as in the arcade: High Punch, Low Punch, High Kick, Low Kick, Block, and Run.



To execute Sub-Zero's combos, rapidly tap the buttons in sequence (just like in MK3). In *Mythologies*, you can juggle opponents, but be careful—you can also be juggled.



PROTIP: An easy way to gain experience points is to freeze an enemy, get in close, and rapidly tap Low Punch or High Punch to execute an unskilled but effective combo that scores five to six hits.



Graphics

4.5 Beautifully rendered and very creative stages fill the screen. Although the game is 2D, the rendered backgrounds give *Mythologies* a convincing 3D look. The only drawback is the occasional breakup.



Sound

4.5 Each stage is accompanied by excellent music. The authentic sound effects are right out of the arcade and feature an effective variety of punches, kicks, and screams.

Mortal Kombat *Mythologies: Sub-Zero* is an interesting, entertaining, and ultimately exhausting spinoff of the arcade fighting series. *Mythologies* isn't as big as *Castlevania: Symphony of the Night* or as complex as *Oddworld: Abe's Oddysee*, but for solid and challenging action, it holds its own nicely.

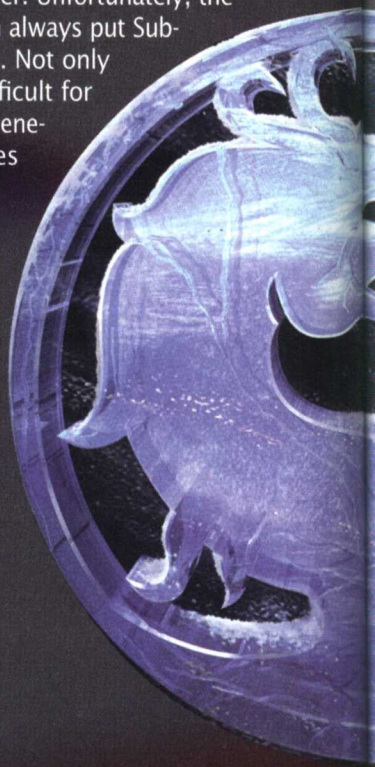
Stone Kold Sub-Zero

Mythologies takes place before the first MK arcade game and tells the story of Sub-Zero, including his dealings with the Lin Kuei ninja clan and his battle with Scorpion. This game, however, is more like a side story to *Mortal Kombat 4* because Quan Chi and Shinook

are prominently featured (see "Hot at the Arcades," this issue). High-quality cinematics between the stages help flesh out the story.

The gameplay is action/platform with simple 2D play mechanics that are easy to master. Unfortunately, the side- and vertical-scrolling action always put Sub-Zero at the center of the screen. Not only does this positioning make it difficult for you to prepare for approaching enemies, but the limited view makes precision platform-hopping very problematic.

As Sub-Zero, you engage in typical platform gaming: you run, block, jump, and turn around. *Mythologies*, how-





PROTIP: If you freeze an enemy while they're crouching, move in close to throw them, or you may be able to nail them with a roundhouse kick.



PROTIP: Use hit-and-run attacks on the boss in the Prison of Souls stage.



PROTIP: When fighting a big boss (like the Earth stage boss), use Sub-Zero's slide to slip between its legs and get behind it.



PROTIP: Against armed guards, do a slide to make them drop their weapons.



Live-action cinemas tell the story of Sub-Zero's betrayal and revenge.



Control

Sub-Zero's controls are easy to learn. Pressing 4.0 Up on the joystick to jump and pressing a button to turn from left to right, however, are awkward and take practice.



Fun Factor

Mythologies is a fun and challenging game for those who stick with it. It's tough, but Sub-Zero's various techniques and the well-crafted stages will keep you hooked.



QUAN CHI'S QUAGMIRE

Wind



To descend the giant whirlwind, jump into the center and press and hold Down.

Earth



To defeat the meditating monks, hit them with an ice blast before they vanish.

Water



Be careful when climbing the ropes; some of them drop off to certain death.

Fire



When you freeze an enemy in this stage, do a roundhouse or an uppercut, or throw them into one of the flame pits to inflict even more damage.

Konclusion

Mythologies will test the most patient, skilled gamer. If you like a tough platform challenge, this is your game. Action and Mortal Kombat fans should seek it out or risk being left out in the cold. **G**

Need a reason to get surround sound? You're about to flip through pages of them.





Resident Evil Director's Cut

(By Capcom)

By Major Mike

\$39.99

2 CDs

Available now

Action/adventure

1 player

4 game versions



RESIDENT EVIL DIRECTOR'S CUT



PROTIP: Fellow S.T.A.R.S. member Forest is a zombie in the Advanced game. Have a weapon ready before you search his corpse.



The Advanced game features new clothes for the characters. Check out the new threads on Rebecca and Chris.

Resident Evil haunts the PlayStation again with Director's Cut. While it's not a brand-new game, Cut is still worth a look for most gamers, chiefly because of the new Advanced version and Resident Evil 2 demo.

The Advanced version and RE2 demo are the strongest games in this four-game collection. Advanced is the same as the original RE, but throws in different camera angles, item locations, and character clothing; more powerful monsters; and new play mechanics. RE addicts who played the original to death will find some surprises, but nevertheless easily sail through the game. The RE2 demo is awesome and will make the wait for the full version seem like an eternity (see "Sneak Previews," November). The U.S. and Japanese versions of RE will be of interest only to RE newcomers.

Although Director's Cut is basically a rehash, the Advanced game and RE2 demo should keep fans happy until Capcom counts to "2" early next year. **G**



PROTIP: In the Advanced game, look on the balcony by the rusty boiler for the chemical you need to kill the plant.



PROTIP: Most puzzles in the Advanced game are the same as in the original Resident Evil, like the gallery picture puzzle.



Graphics

4.5

The pre-rendered backgrounds are gorgeous, but characters suffer from blocky-polygon syndrome. Some visual effects also suffer—like splurting blood that looks like a mass of pixels.



Sound

5.0

A plethora of bump-in-the-night effects will keep you on the edge of your seat, and the chilling music will keep your pulse racing. And just wait until you get an earful of Resident Evil 2!



Control

4.5

The new auto-aiming feature in the Advanced game and RE2 demo is handy at times but it can also cause problems—especially when several monsters are onscreen. Otherwise, the controls are very responsive.



Fun Factor

4.5

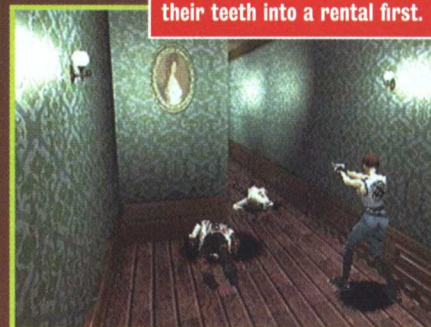
Resident Evil is a terrific game, but Director's Cut reworks very familiar territory. If you've been living under a rock and never played RE, this is a solid purchase. Rabid fans, however, should sink their teeth into a rental first.



PROTIP: In the RE2 demo you can shoot zombies in half with the shotgun. Be careful, though, because the top half will still crawl after you.



PROTIP: If you finish the Advanced game as Jill and rescue Chris and Barry in the process, you'll be given a Colt Python and unlimited ammo at the start of your next game as Jill.

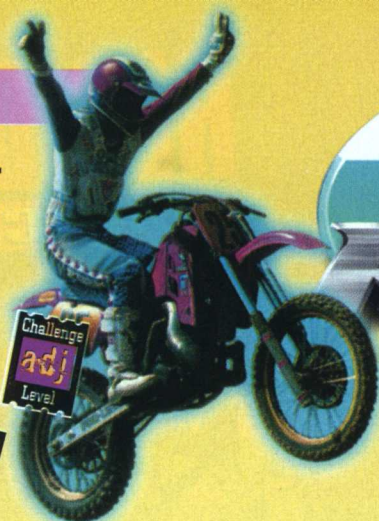


PROTIP: Auto aiming is a new feature in the Advanced game and RE2 demo. When using a weapon, you'll automatically aim at the nearest monster—a handy function since some monsters like to play possum.



Moto Racer
(By Electronic Arts)
By Dr. Zombie

\$49.95 10 tracks
Available now Multiple views
Motorcycle racing Analog-compatible
2 players



Moto Racer opens up the throttle to rank as an impressive motorcycle racing game for the PlayStation. Awesome graphics, smooth gameplay, and plenty of options make this an excellent answer to any gamer's need for speed.

On the features side, you can play solo in three modes or go head-to-head in split-screen action. Moto delivers 10 tracks ranging from the jumps and bumps of a dirt arena to the stone-paved surface of the Great Wall of China. You race on two types of bikes—high-performance road racers and rugged dirt bikes—depending on which track you choose. Within each category you make your choice of bikes based on varying attributes such as speed and handling.

Although the bikes follow the laws of physics, Moto's clearly an arcade racer. It focuses on speed and action, which are perfectly conveyed by the sharp handling and smooth graphics. Moto has enough options and features to bring you back for more again and again. This game will finish first in any racing gamer's collection. **G**



Graphics

5.0 Silky-smooth animation, sharp graphics, and detailed 3D environments mesh well to create a real sense of speed. The first-person view is exhilarating.



Control

4.5 The control interface is exceptional, delivering instant onscreen responsiveness. Manual shifting while you're steering through twists and turns takes some practice, but it adds to the realism.



Awesome graphics create a realistic first-person racing experience. Get all the fun without the risk of life and limb!



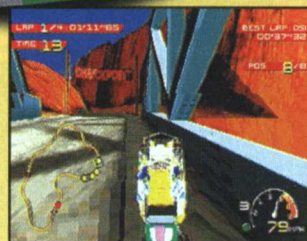
Split-screen racing doesn't split any of the graphical detail or impact. Stick with the horizontal layout for a more peripheral view of the track.



PROTIP: Sacrifice speed for grip on especially winding tracks like Rock Forest.



PROTIP: Hit the brakes hard while making a sharp turn to bump opponents into outside walls and knock them down.



PROTIP: When you hit turbo, you sacrifice control for speed. Always use it at straightaways before checkpoints.



If Mao could see you now!



PROTIP: Punch the turbo at the bottom of a hill, not at the top, to jump further and to execute stunts.



Sound

4.5 The sound effects are crisp and pleasant, while the unimposing soundtrack is a welcome change from the standard hard-rock riffs found in most racing games.



Fun Factor

5.0 You can't lose with Moto if you're looking for an arcade-style motorcycle racer. The variety of tracks and options guarantees a fun time for all.

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NINTENDO 64



VIDEO SYSTEM

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Test Drive 4

(By Accolade)

By Boba Fett

\$49.95

2 players

Available

10 tracks

November

Racing



PROTIP: In a drag race, go for the cars with the fastest acceleration—the jump off the starting line is everything.



PROTIP: Embrace damage control quickly—cut the gas and stop steering to let the crash take its course and get your car back in pursuit.



Graphics

4.5

Despite some minor pop-up in the background, TD4's a truly gorgeous ride. If only your car reflected the punishment it takes....



Sound

4.5

The skidding effects are perfect, and the music's engaging and catchy. There's no announcer, however, but none is necessary—it's all in the engine roars and tire screeches, and TD4 delivers.



Control

4.0

Test Drive 4 utilizes the dual-analog-stick format to great success, but the handling is too sensitive, leaving you struggling to maintain control of your car.



Fun Factor

4.5

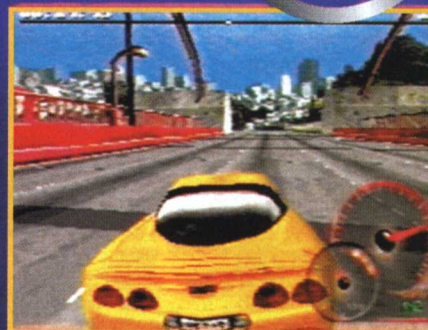
Some drawbacks keep TD4 out of the Grease Monkey Hall of Fame, but this is a solid racer with electric gameplay and blistering speed.

TEST DRIVE 4

The Test Drive franchise has been around for the video gaming equivalent of eons, but it's certainly never looked this good. Easily one of the most highly detailed, graphically superior PlayStation racers to date, Test Drive 4 verges on perfection at every turn, but never quite takes the trophy.

Take, for example, the stunning graphics, which are flawed only by minor pop-up and the overuse of skid marks. Or the pinpoint controls, which get a tad too sensitive at high speeds. Then there's the map, which uses a single line to show your distance from other racers or checkpoints, but doesn't give any hints as to the shape of the track. Finally, the lack of a split-screen head-to-head mode is TD4's only inexcusable drawback.

These are but minor flaws in an otherwise excellent title, the best arcade-style PlayStation racer since Rally Cross. Test-drive this game once and you'll want to own it. **G**



PROTIP: In San Francisco, the windy roads are dangerous. Pay close attention to the horizon and watch for sudden detours.



PROTIP: Keep the pedal to the metal on straightaways—they're your best opportunity to gain ground on the computer-controlled cars.



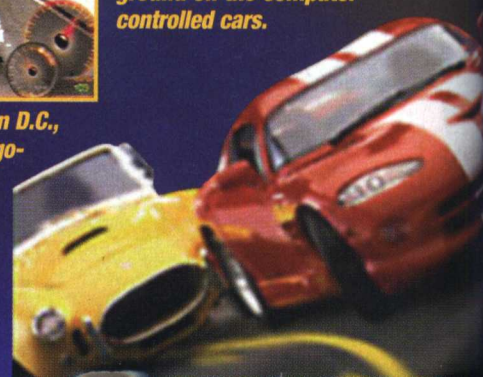
PROTIP: Don't try to smash people out of your way—a dead-on collision will take you out, too.



PROTIP: In Washington D.C., watch out for traffic going in other directions—it causes frequent head-on collisions.



PROTIP: Try not to get hit from behind or you'll be spun right off the road.



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Shipwreckers

(By Psygnosis)

By Full-On Ferret

Price not available
Available November
Action/adventure



PROTIP: In addition to dousing fires aboard your vessel, waterfalls are sometimes entrances to hidden areas.



PROTIP: If you see this pattern in the rock face, try firing a few broadside cannon blasts at it to reveal more secret caves.

Shipwreckers!

Just when you thought the PlayStation would drown in a sea of racing games and corridor shooters, along comes Shipwreckers, an action/adventure title that offers challenge and gameplay as cool and refreshing as an ocean breeze.

Your goal in Shipwreckers is to steer a pirate ship through 20 levels, grabbing treasure, smuggling, and fighting off rival pirates and sea creatures that would love to see you sink to the briny deep. While the sound and graphics of Shipwreckers aren't that special, this title shines in the area of gameplay. A wide variety of weapons (from cannons to oil slicks), power-ups, obstacles, and secrets combine with smooth and fluid control to make it an intoxicatingly entertaining experience.

With a feel somewhat like an ocean-going Herc's Adventures, Shipwreckers is one of the more unique games released for the PlayStation yet. If you've been on the lookout for a game other than a Tomb Raider or Quake clone, grab this one before it finds its way to Davy Jones's locker. **G**



Graphics

3.5 The visuals are nothing to write home about, though some of the effects, such as smoke, fire, and shimmering water, are very well done. The objects are repetitive, though.



Sound

3.5 The music consists of run-of-the-mill pirate shanteys that don't really stand out (good thing there's an option to turn it off). The sound effects are effective, entertaining bites that'll make you laugh out loud more than once.



Control

4.0 The ship moves elegantly, and steering it is a breeze, though sometimes you can get stuck between a wall and an enemy at the worst possible time. The control pad settings are customizable, which is always a huge plus.



Fun Factor

4.0 There is so much going on in this game, it's astounding! After playing it a short time, any gamer looking for something different will be completely hooked. Rent it, mateys!



PROTIP: In the later levels, you'll need to master the art of firing rockets at airborne opponents. Shoot when your ship is in your enemy's shadow.



PROTIP: When approaching a turret, observe its pattern of fire—most turrets have a huge blind spot that you can exploit for an easy kill.



PROTIP: In addition to providing you with a new starting point if you die, taking over towns by docking in their ports often reveals power-ups and opens previously unreachable areas.



PROTIP: Entrances to secret caves, like this one on the first level, are easier to find if you switch to the behind-the-ship view.

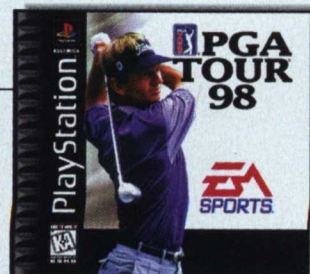
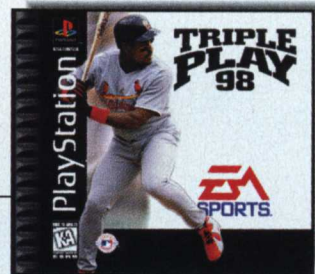
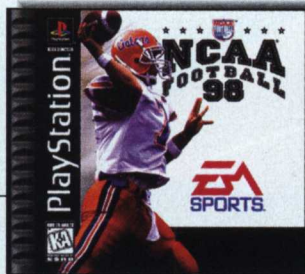
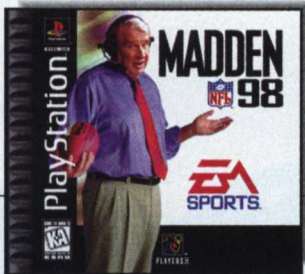


PROTIP: If your ship is burning and you're under attack by the enemy, broadside their ship to set it on fire. You can then replenish your energy by rescuing the crews of both ships as they bail out.

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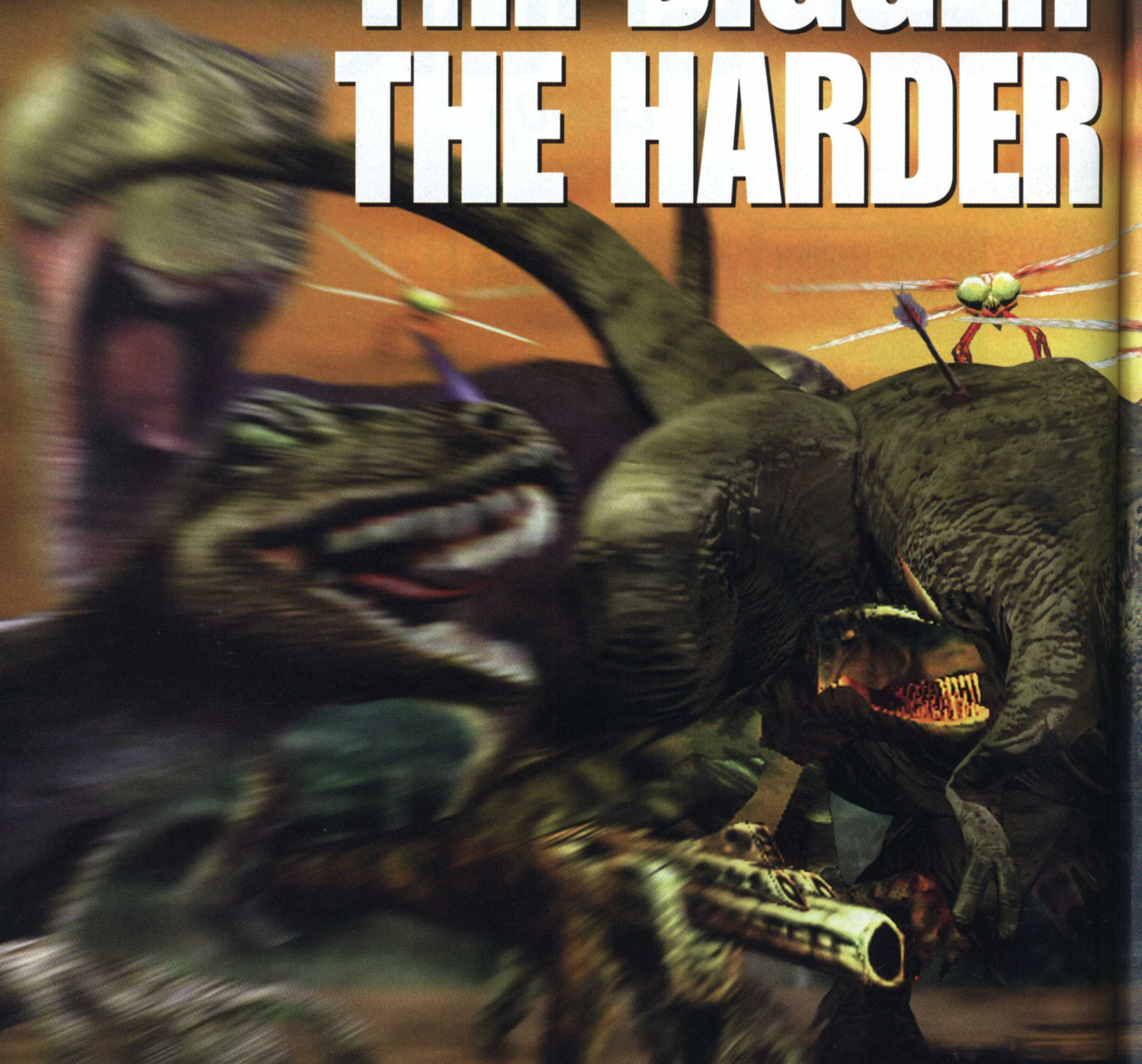
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MARVEL SUPER HEROES



By Scary Larry

The PlayStation version of Marvel Super Heroes is slightly less than heroic and a lot less super than its Saturn counterpart. With increased slowdown and definite control problems, this game will not receive a fighting-game fan's seal of approval.

The game contains all the elements that make Capcom fighting games the best in the world—combos, flashy effects, and constant action. It also throws in an added element, Gem power-ups, that can boost your strength, speed, or health recovery, among other things. It's a nice addition that doesn't really affect the gameplay at all.

The graphics remain MSH's biggest asset, with bright comic-book-style characters filling the screen. The characters' super moves are splashy and the backgrounds are well illustrated.

The sound is just the right mix of announcer hyperbole and neck-crackin', rib-breakin' grunts and groans. However, the announcement of Gem power-ups will grate on your nerves after a while.



PROTIP: If an opponent's life bar is down to a hair, release your super move. Even when blocking, the opponent is helpless.

Marvel Super Heroes by Capcom

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.0	3.0

Price not available
Available now
Fighting
2 players

10 characters
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen



PROTIP: If you're in the air when an opponent releases their super move, jump behind them and do your own super move.



PROTIP: When Thanos releases his Gem Power super move, you can easily back up and throw a projectile as the rocks rain harmlessly in front of you.



PROTIP: Psylocke can chain hits while in the air. Try coming in with a Medium Punch, then tap Quick Kick, then Medium Kick.

Control is the game's most serious flaw. Because of the obvious slowdown, some moves are easily countered, while others simply seem to hang in the balance—giving an opponent time to think of counters to your moves. It makes the game a lot less fun than it should be.

Although it's identical to the Saturn version in features, with ten fighters, two tough bosses, and spectacular screen-busting super moves, the PlayStation game loses serious points for its unplayability. It's too bad, because it could have been Super. **G**

PREVIEW



By Scary Larry

Dragon Ball Z is without a doubt one of the most popular anime series ever. But as far as U.S. consumers are concerned, Dragon Ball is still a niche market, and anime fans/video gamers were



PROTIP: Almost everyone has a projectile. Use them while in the air, and they'll target an opponent on the ground.

DRAGON BALL GT FINAL BOUT

the only ones looking forward to this title. They should not stop looking.

To some extent, Dragon Ball GT suffers from the same problem that plagued Bushido Blade—trying to customize a very eclectic fighting game for the fight-hungry U.S. market. But Dragon Ball is no Tekken 2: You have to build up fighters, you're allowed immediate access to life-bar-draining Meteor moves (one of the cheapest, longest-lasting special moves in fighting history), and the fights take place in the air and on the ground. Beyond that, the game doesn't offer much to fighting-game freaks.



PROTIP: Against this impossible boss, try to fly and attack its upper torso first.



PROTIP: Some characters crouch after the first shot, like Majin Boo. Use this defensive maneuver to gear up for a Meteor attack.



PROTIP: The easiest way to chain Meteor moves is to constantly press the buttons (X and A, O and A, or X and A) while the first Meteor is occurring.

The graphics are polygon-heavy, with some breakup in the fighters. The backgrounds are as bland and sparse as can be, and the super moves are little more than huge fireballs. Even the Meteor moves are simple multiple-hit moves that you perform with two-button presses.

The sound, which is straight from the TV series, is lame and childish. Even the taunts sound ridiculous, and there's a definite lack of sparkle in the music and other sound effects.

With awful control, bad sound, and subpar graphics, Dragon Ball looks more like an anime collector's item than a real fighting game. Don't go chasing the Dragon on this definite rental. **G**

Dragon Ball GT Final Bout by Bandai

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	3.0

Price not available
Available now
Fighting
2 players

Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

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JET MOTO 2

PLAYSTATION

Pandemonium 2



By Dr. Zombie

Jet Moto 2 continues the high-speed tradition established by its predecessor. New racers, tracks, and obstacles, along with enhanced graphics and game-play, make this an upgrade worthy of attention.

Gamers can play solo or against a friend in three modes. Before the race starts, you choose from 10 racers on high-tech racing bikes that are adept on any surface from gravel to ice. The 10 tracks are full of twists and obstacles and range in terrain from nuked city streets to sandpits and even rivers of molten lava. Plenty of jumps and ramps allow you to hang ten and pull incredible aerial stunts for extra points.

Smooth-scrolling 3D tracks and bright, detailed graphics create believable racing environments and a real sense of speed. However, the intense pixelization on some levels can make you lose sight of the track. As for controls, the vehicles are quite sensitive, but respond well. Real-time physics apply, so button-mashers will be easily frustrated;

the smoother your grip, the faster your ride. The sounds are a mixed bag: The in-race effects are adequate, but the hard-rock riffs grow tedious after a while. Fortunately, you can customize the music volume along with the other features.

While it's not perfect, Jet Moto 2 provides enough fun and new features to definitely warrant a spin around your PlayStation. **G**



PROTIP: Bounce off opponents—not the walls—when making tight turns.



PROTIP: On the Meltdown track, conserve turbos to propel you through the slowing lava flow.



PROTIP: Master the 360-degree turn by keeping the gas floored while initiating a tight turn when you use the grapple. Release the grapple halfway through the turn.

Jet Moto 2 by Sony

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available
Available now
Racing
2 players
10 tracks

Multiple views
Replay value: High
Challenge: Adjustable
ESRB rating: Kids to Adults



PROTIP: Aerial somersault stunts look pretty, but aren't worth the lost time unless you have a sufficient lead.

PREVIEW



By Four-Eyed Dragon

Following right in the footsteps of the original, Pandemonium 2 offers fans of this 3Dish side-scroller the same nostalgic action and lackluster gameplay. You again play as either the sexy wizard Nikki, who has several new spells to cast, or Fargus, the pyro-jester who can now use his talking staff, Sid, as either a weapon or a handy tool to pick up hard-to-get items.

Graphically, Pandemonium 2 shows some impressive polygonal power in its worlds. The characters and enemies display more detail than they did in the first Pandemonium, while the backdrops are colorful. Each level is also packed with engrossing music, adding spice to the otherwise bland sound effects.

What brings Pandemonium 2 down is that even though you can climb, swing, and pull up from edges, the linear gameplay (left and right are the only directions you can move) becomes very tiresome, giving the game a monotonous feel that severely damages the replay value. Add in the nuisance of awkward camera angles, which make controlling Nikki and Fargus difficult at times, and Pandemonium 2 loses ground in its Fun Factor.

Pandemonium 2 is for the pure Pandemonium enthusiast and the die-hard platform gamer. It's not a great game in terms of concept, nor is it a bad game, as it boasts beautiful visuals and a solid soundtrack. It best suits a special niche of gamers who especially enjoy side-scrolling action. If you're one of them, you'll love the game; otherwise, you're better off elsewhere. **G**

Pandemonium 2 by Crystal Dynamics

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Price not available
Available now
Action/adventure
1 player

Replay value: Low
Challenge: Medium
ESRB rating: Kids to Adults



PROTIP: Kneel to avoid getting hit during the first round of Egg! Egg!'s onslaught of attacks.



PROTIP: When fighting Mr. Scheobelen, aim the balls at the sides to make the plates hit him.



PROTIP: High-jump to the platforms in Level 10 to get extra coins and an extra life.



PROTIP: In Level 15, as you fall, stay in the center as much as you can to avoid oncoming obstacles.

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FUN BACKS

SEARS



By Full-On Ferret

Strap on your seat-belt and oil up your chain guns! Interplay has taken to the streets with Red Asphalt, an auto-racing/combat game that puts you in the driver's seat against some of the most malevolent motorists since Mad Max.

In Red Asphalt, you play as a driver in a futuristic auto-combat competition where the stakes are your life and the future of the world. Like most titles of this kind, you start by buying one of the lower-end cars with your limited starting funds and then selecting a driver from a list of progressively

RED ASPHALT

bizarre personas to take the wheel on your behalf.

What sets Red Asphalt apart from other racing-combat games is its heavy focus on the ability to customize your car and your driver. Whenever you finish a race in one of the top three spots, you'll receive a generous purse that you can use toward beefing up your ride by adding, among other things,



PROTIP: Study the maps to each race carefully, noting the straightaways to best use your nitros on.



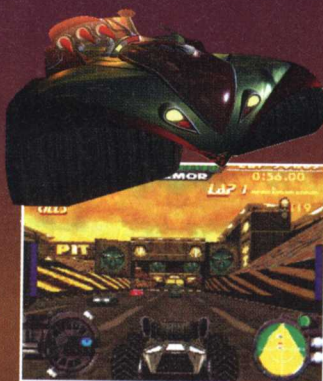
PROTIP: Initially, your rear weapon will not be very effective, so when you approach another car from behind, take it out before you attempt to pass it; otherwise, it's liable to take you out first.



PROTIP: Memorize the locations of key power-ups because they respawn each time you start a new lap.

more powerful engines and meaner guns. You'll also gain experience points which you can dole out to increase your character's driving ability, tactical savvy, and aggression.

Though the sound effects are no better or worse than any other racing game on the market, the graphics are well-above average with impressive backdrops and cityscapes. Despite the control being a little difficult to master at first, fans of racing titles looking for a little more action than just driving in a circle will probably find Red Asphalt worth their while. **G**



PROTIP: At the onset of each race, hang back and let the other cars duke it out, damaging one another. Then shoot past them, guns blazing, to get a healthy head start!

Red Asphalt by Interplay

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	3.5

\$49.95
Available now
Racing/combat
2 players
Multiple views

Replay value: High
Challenge: Adjustable
ESRB rating: Kids to Adults

PLAYSTATION

PREVIEW



By Boba Fett

Vs. is an extremely competent game with the misfortune of stumbling into some bad timing. If it had been released, say, 18 months ago, it would've been the greatest thing since sliced bread and probably could've started its own religion. Unfortunately, Vs. offers nothing new to the already solid



Concentrate, Daniel-San!

lineup of 32-bit 3D fighting games established by Tekken 2, Soul Blade, and Fighters Megamix.

Four gangs square off in Vs., each with four members (and a boss that's playable after he's defeated) who fight with specific fighting styles true to their posse, from wrestling to Kung Fu to street fighting. This format lends some personality to the otherwise bland characters that run rampant in Vs. as well as so many other fighting games.

Vs.' strengths are both visual and aural. The motion-captured



PROTIP: The bigger guys have a closer fighting style. Close in at your own peril, and keep attacking to break grabs.



PROTIP: The distinct fighting styles really affect each character—learn to adapt and utilize the best each has to offer. Kung Fu fighters have great kicking ability.

characters are built well, if not a bit blocky, and really move according to their unique fighting styles. The fast-paced, catchy soundtrack (provided by up-and-coming alternative bands) blends perfectly into the action, and each gang's three background turfs convey their own personality. Unfortunately, the foot movement in Vs. is awkward, so it's difficult to approach your opponent. It also could've used a training option to help you master the relatively difficult combo system.

All in all, fans of the genre who lust for more of the same smash-n-slash action will be pleased with this solid, energetic fighter. For innovation, however, keep waiting. **G**



Call this chick a chiropractor!

Vs. by T-HQ

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

\$49.95
Available now
Fighting
2 players
20 characters

12 backgrounds
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

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frogger



By Boba Fett

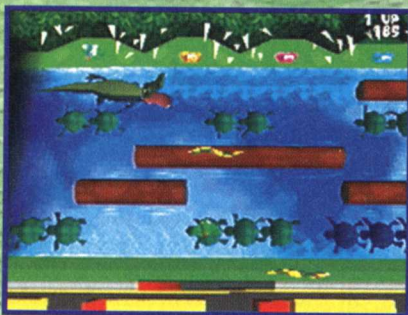
Beyond nostalgic distraction, the second coming of Frogger won't cause many ripples on the ol' pond. It's great to see Frogger back in action, but he'll need more than these zippy 3D graphics to compete with today's games as this incarnation's improvements do little to actually better its aging gameplay.



PROTIP: The best way to navigate these boulders is to haul tadpole right up the middle—the rocks will bounce over you.



The four-player game is exciting, but it cuts down on the field of vision that's so desperately important for timing.



PROTIP: On the retro level (like the arcade original), keep Frogger as close as possible to the left edge of the pond because most everything's hurtling quickly toward oblivion on the right.



This is not your father's Frogger!

Frogger by Hasbro Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	2.5

\$49.99

Available now
Action/adventure
4 players

Challenge: High
Replay value: High
ESRB rating: Kids
to Adults

PREVIEW

PLAYSTATION



By Bad Hare

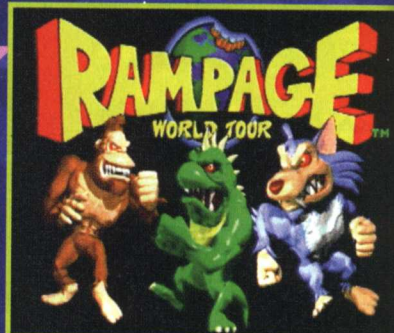
A '90s update of an '80s classic, Rampage World Tour adds stylish visuals to the simple game of wanton destruction, but still won't strain the brain.

As in the arcade games, you're put in the shoes—well, okay, hind paws—of a giant monster, demolishing cities around the globe and swallowing their inhabitants. Every new town offers more resistance in the form of tanks, bombs, and air strikes, so be prepared to eat and run.

The monsters have learned a few new moves; instead of just punching, they can now kick and do damage when they jump. The joy of crushing civilization with a couple of friends is reduced by half—there's no multi-tap support, so only two players can smash at the same time. Plus, while this Rampage is faster than the original game, you can't hang on one building while smashing another as you could in the good ol' days.

Rampage World Tour spruces up the game's original look with cartoony, clay-style characters and brighter colors. The rock music won't thrill you much, but it's adequate—call it Music To Shatter Things By. The responsive controls can also be customized to your liking.

With plenty of special moves and power-ups to discover as you lay waste to more than 100 cities, the gameplay certainly lasts—just don't expect it to change much. Then again, sometimes it's good to turn off your brain and turn up the comic carnage. When that mood grabs you, it's time to take the mindless but fun Rampage World Tour. **G**



PROTIP: Beware of toilets, bathtubs, and washing machines—if you try to eat them, they'll shoot out water and knock you off the building.



PROTIP: Eating barrels of toxic waste temporarily changes you into V.E.R.N., the seriously powerful flying purple people-eater.



PROTIP: Wait until neon signs blink off before destroying them—otherwise, you'll get the shock of your life.



PROTIP: Hit blimps, balloons, and clouds four times for four increasing bonuses.

Rampage World Tour by Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available
Available now
2 players
Action
Side view

Replay value: Medium
Challenge: Intermediate
ESRB rating: Kids
to Adults



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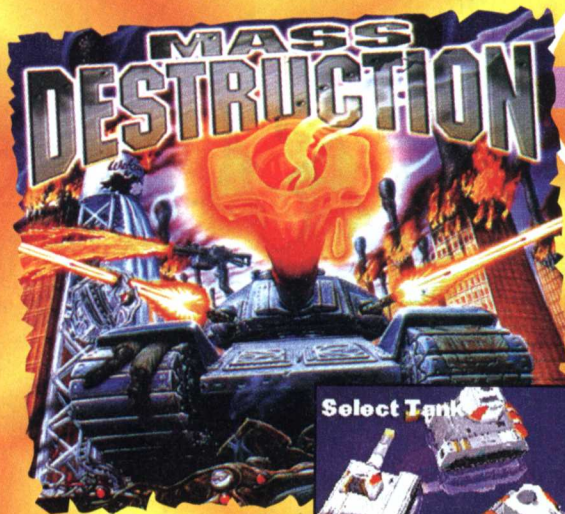
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By Dr. Zombie

Your goal in Mass Destruction is delightfully simple—destroy everything! You command a high-tech tank in 20 missions that drop you into a hotbed of enemy tanks, choppers, and ground troops, plus hidden traps and obstacles. There are primary, secondary, bonus, and hidden objectives in every mission. Different attack strategies are called for in each sortie (after a while,



PROTIP: Since you have unlimited ammo, constantly fire your 100mm cannon as you move across the screen to reveal hidden enemies and power-ups.



PROTIP: Work systematically across the terrain, but be sure to create a safety zone to retreat to in case you're pursued.



PROTIP: Beginners should stick with the well-rounded Viper. Use the speedy (but weak-armored) Cheetah for the lengthy stealth and seek & destroy missions.

however, the missions tend to get a little monotonous).

The smooth controls respond decently. The carnage is continuous with the basic ammo, but you can upgrade to power-ups such as mines, mortars, and guided missiles for even more destructive punch. However, the small onscreen proportions make delicate moves a challenge.

The graphics are rather simplistic and small (like playing with toy tanks), and the visual impact would've been enhanced with a camera zoom feature. As for the sounds, the effects are standard but not exceptional.

Mass Destruction is uninhibited destructive fun that's worth at least a shot as a weekend rental. **G**

Mass Destruction by ASC Games

Graphics	Sound	Control	Fun Factor
3.0	2.5	3.5	3.5

Price not available

Available now

1 player

Tank combat

24 missions

¾-overhead view

Replay value: Medium

Challenge: Adjustable

ESRB rating: Teen

PREVIEW



By Bro' Buzz

Video games are fun. Fishing is fun. If you accept both these premises, Reel Fishing can be real fun.

Reel's from Japan, where it's reportedly the best-selling fishing game. That explains a lot. There's basically no competition—as in American bass-derby games—and no fishing hardware overload. The controls are simple as you set up basic fishing rigs, cast, and contemplate nature until you hook a fish. You can even “tamagotchi” the fish you catch in an aquarium.

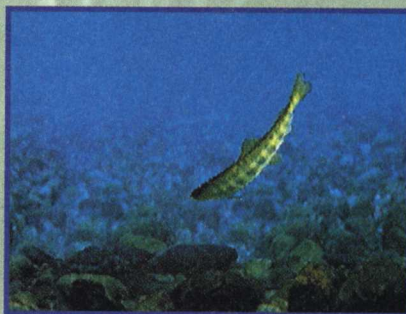
The challenge should hook video fishermen. You stalk eight types of fish, including trout, bass, and salmon, to rise through 24



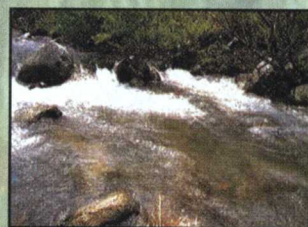
rankings. The action's steady with frequent bites, and landing fish requires learning about individual fish species as well as fish fighting.

The graphics and sounds are above average for a fishing game. You cast into impressive-looking, photorealistic scenes like running streams. However, the fish fights are just average-looking, albeit with beautifully detailed fish. The audio feels New Age: calm, natural, aquatic sounds intermixed with the occasional splashing of fish.

Reel Fishing's either a kick or it's weird. Ya just gotta love fishing to be Reeled in. **G**



PROTIP: A slack line loses fish. Press Left to keep the line taut during fights.



PROTIP: The big char hold in the deep holes. There's one in the upper right corner of the river.



Reel Fishing by Natsume

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

\$49.95

Available now

Fishing

1 player

24 rankings

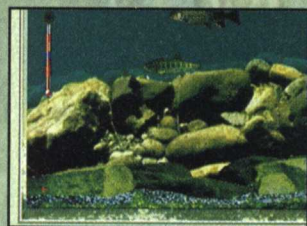
Challenge: Medium

Replay value: High

ESRB rating: Kids to Adults



PROTIP: The bitterling are tough to hook. Let them approach the bait, then rapidly jiggle the bait (by tapping Left) before they take a bite.



PROTIP: Feed the fish in the aquarium, keep the tank clean, and turn off the light...or else.



Get the point? This magazine is loaded with reasons why you need the SA-VA7 speakers—a sound system that can rattle your inner organs. It's 17 inches of the most realistic sound projection you'll ever drool over. Bib sold separately.



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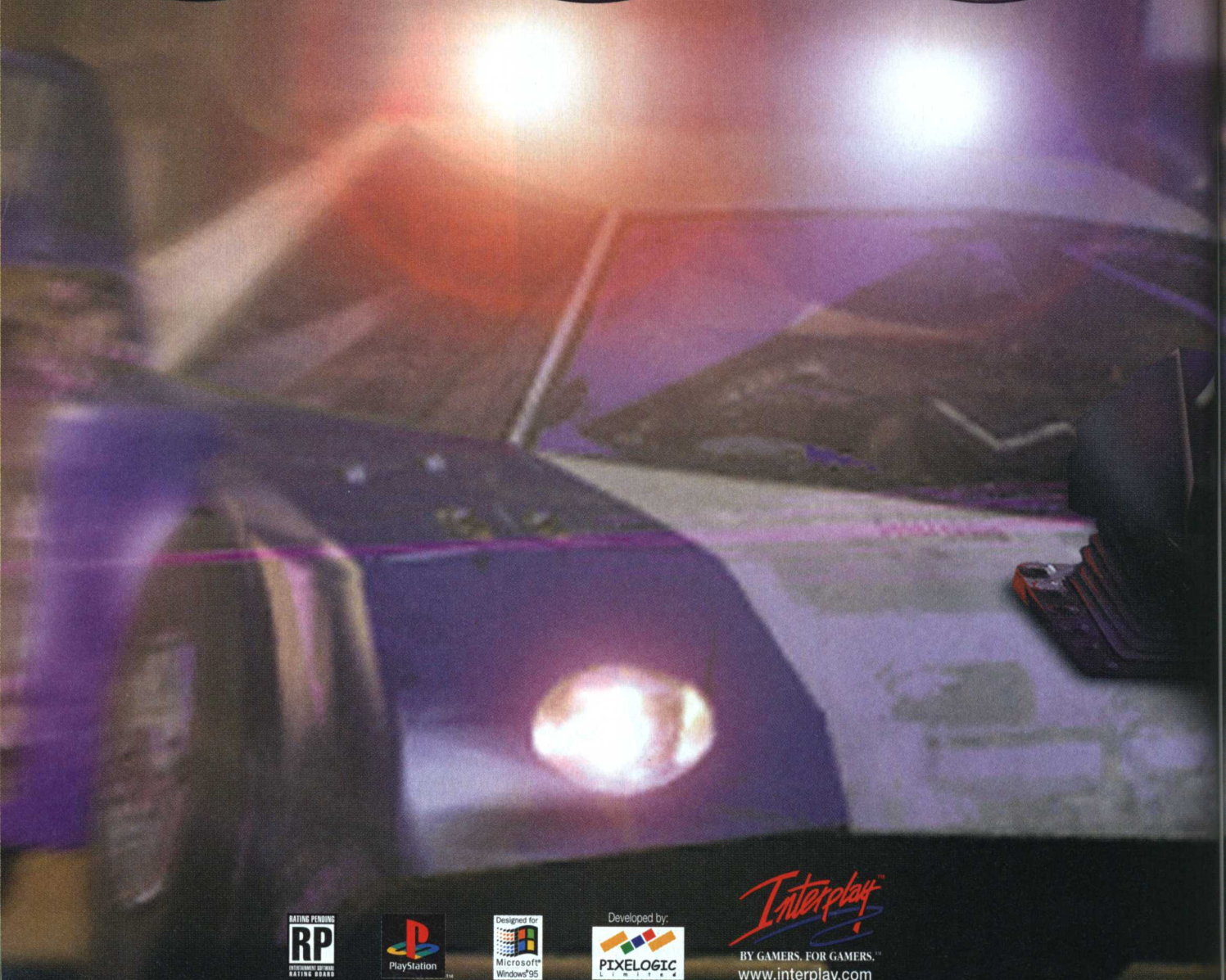
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BY GAMERS, FOR GAMERS.[™]
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- 
- Patrol the streets at a breakneck speed of 60 frames per second*
 - Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon
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*Sony PlayStation™ version only

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Presents

THE

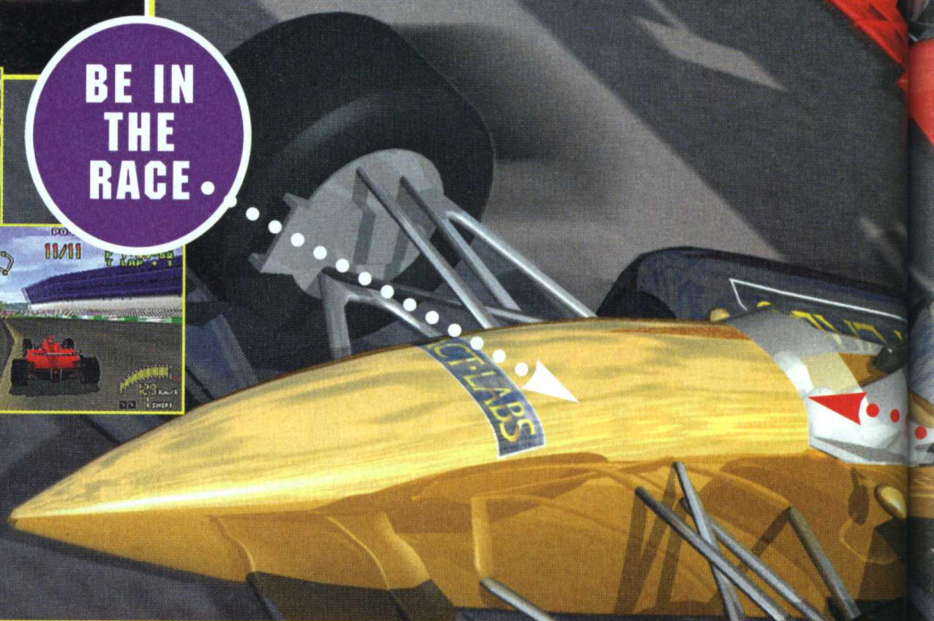
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THE
RACE.



Ubi Soft
ENTERTAINMENT



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(5) Winners



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- (1) Ubi Soft Entertainment F1 Pole Position 64 Game
- (1) ACT LABS RS Wheel
- (1) Philips Scuba Virtual Immersion Visor

FIRST PRIZE

(10) Winners

- (1) Ubi Soft Entertainment F1 Pole Position 64 Game
- (1) ACT LABS RS Wheel

SECOND PRIZE

(20) Winners

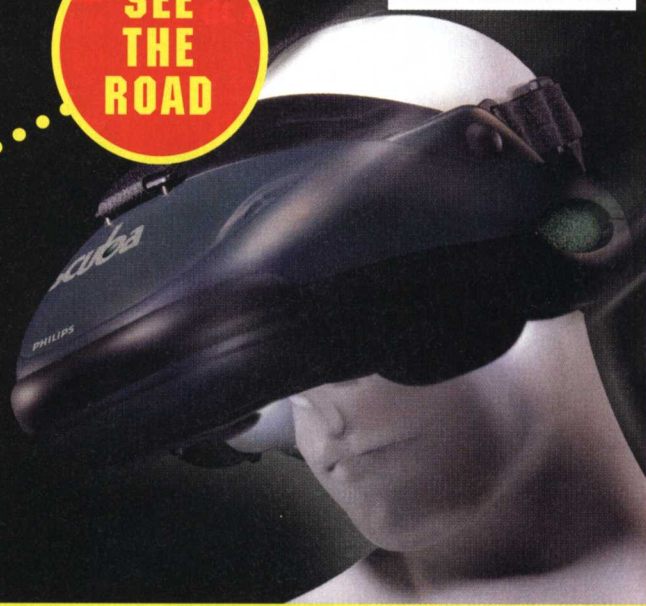
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ACT-LABS

ACT-LABS

Official Rules and Regulations: No purchase necessary. One entry per person. Complete the entry blank found in the December issue of GamePro magazine and mail to: The Ultimate Driving Sweepstakes, PO Box 5960, San Mateo, CA 94402. Or, you can send us a 3x5 card with your name, full address, your age, and complete phone number with area code to the above address for official entry. All official entries must be received no later than January 30, 1998. No photocopies, reproductions, or facsimiles will be accepted. All duplicate entries will be voided. GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft Entertainment assume no responsibility for late, stolen, misdirected, incomplete, postage due, or illegible entries. Void where prohibited. Awarding of Prizes: The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. Grand Prize (5 total packages) - (1) Nintendo 64 system, estimated retail value \$149, (1) Ubi Soft Entertainment - F1 Pole Position 64 Game, estimated retail value \$69.99, (1) ACT LABS RS Wheel, estimated retail value \$59.99, (1) Philips Scuba Virtual Immersion Visor, estimated retail value \$299.00. First Prize (10 packages) - (1) Ubi Soft Entertainment F1 Pole Position 64 game, estimated retail value \$69.99, (1) ACT LABS RS Wheel, estimated retail value \$59.99. Second Prize (20) - One year subscription to GamePro, estimated retail value \$21.97. Winners will be determined on February 16, 1998 by GamePro Media Group. Winners of will be notified by phone and/or mail. Grand Prize winner will be required to reply within 5 days following initial notification. In the event of noncompliance within this time period, the Grand Prize will be forfeited and a new Grand Prize winner will be selected. Winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft without further compensation except where prohibited by law. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will be announced in a future issue of GamePro magazine. **Eligibility:** Sweepstakes open to residents of the United States, except for residents of Rhode Island, Alaska or Hawaii. Employees of GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft Entertainment and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. **Liabilities:** This promotion is sponsored by GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft Entertainment which are solely responsible for its conduct, completion and awarding of prizes. All decisions of GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft on all matters relating to this promotion are final. GamePro Media Group, ACT LABS, Philips Immersive Products, and Ubi Soft Entertainment assume no liabilities resulting from the use of this prize. **Prize Restrictions:** Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded by March 27, 1998. **Unclaimed Prizes:** If an individual winner does not claim their prize by May 29, 1998, the prize will be forfeited back to the perspective supplier. Prizes can not be claimed after the sweepstakes has been completed.



Duke Nukem 3D

(By Sega)

By Special K



\$49.99

Available now

Corridor shooter

2 players
(over NetLink)
First-person view



Graphics

4.0 Surprisingly, the graphics aren't far off from the PC version. Occasionally you might see an enemy moving behind a wall or notice that certain objects and structures lack the refinement of the PC—but when a game's this good, who cares?



Sound

4.5 In addition to Duke's no-holds-barred language, the game rumbles with thunderous explosions, terrifying alien screams, and the wonderfully gooey sound of squishing body parts.



Control

4.5 Maneuvering Duke around his burned-out city is a breeze, and targeting aliens, even from long distances, is, as our hero might say, a "piece of cake." Cycling through the many weapons, however, can cost you time...and ultimately your life.



Fun Factor

5.0 Replete with everything parents and congressmen love to hate, Duke Nukem 3D is first-person gaming at its ultimate. Violence, sex, humor, originality...and more long-term fun than you can shake a double-barreled shotgun at.

Duke Nukem 3D, reigning king of the first-person shooter genre, has finally made it to the Saturn...and the conversion is nearly perfect. All the gore, vulgarity, go-go dancers, and ultra-intense 3D combat action that made Duke Nukem excel on the PC are firmly intact in the Saturn version, making it one of the premier corridor shooters on the system.

As Duke Nukem, a soldier with a bad-ass attitude and a flair for high-powered weaponry, your mission is to rid post-nuclear Los Angeles of invading aliens, which means the gameplay environment is, for the most part, based in the real world (unlike, say, Hexen): pay phones, toilets, sewers, disco clubs, movie theaters, sushi bars—you'll encounter all this and more as you explore Duke's 28 superbly designed levels.

Duke Nukem 3D is nearly identical to its PC predecessor, save for a few minor graphical glitches and a power-up or two in different places. Duke is definitely the best thing to hit the Saturn in ages. **G**

DUKE NUKEM 3D



PROTIP: When you see a well-defined crack in the wall, blast it with an RPG rocket to blow up the wall and expose new areas.



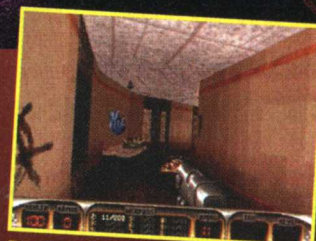
PROTIP: Use the Holoduke to draw away your enemies' gun-fire while you sneak up behind them undetected.



PROTIP: The jetpack will come in handy when you need to get out of a sewer—just look for the manhole you fell into and ignite the jetpack to fly straight up.



PROTIP: In the Red Light District, the red access card can be found in the bar located between the pool table and the disco club: Look underneath the counter to the right of the cash register for a secret door on the wall near the floor.



PROTIP: You can find the first secret area in the game by jumping on the crate after taking out the first alien. Hop onto the windowsill to the left of the crate, then jump through the second window from the right.



PROTIP: For some quick health, blow up a fire hydrant, then stand over the gushing water while pressing Button C.

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KIDS TO ADULTS



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Resident Evil

(By Capcom)

By The Man in Black



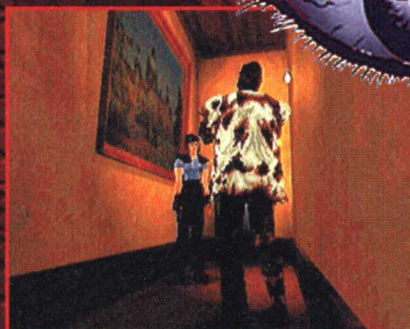
\$49.99

Available now

Action/adventure

1 player

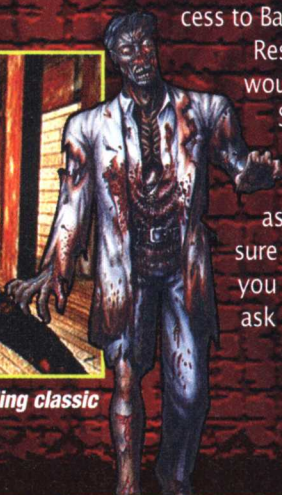
RESIDENT EVIL



PROTIP: Conserve ammo by simply running past monsters whenever you can.



Resident Evil is a creeping, crawling classic on any system.



PROTIP: Whenever you approach suspicious territory, listen! Audio clues give away monsters.

PROTIP: Draw a map, STEAL a map! Major Mike's awesome strategy guide for the PSX version works, too! See GamePro, June 1996.

all of Evil's creatures. However, you only get access to Battle mode after you beat the game.

Resident Evil is great on any system. It would have been nice to have it on the Saturn

sooner, but this is as close to a sure thing as you could ask for. **G**



The Saturn version recaptures all the great-looking undead.



PROTIP: Your inventory space is limited, so use the COMBN command whenever possible to combine items.



Battle mode pits you against all the monsters, mano a thing-o.



PROTIP: Shoot at close range to cause the most damage.



PROTIP: The Beretta pistol only knocks out zombies temporarily.



Graphics

5.0

Evil's visuals are frighteningly good. The character art is imaginative and sharp. Animation flows smoothly, though character movement looks slightly robotic. Warning: The explicit graphics sport free-flowing blood and much splattering of monster guts.



Sound

5.0

The audio effects are creepy; the dialogue's dramatic and crystal clear. The music's ominous, and what other game dares use Beethoven's "Moonlight Sonata"?



Fun Factor

5.0

Resident Evil will keep you under its spell for days. Its horror-filled mansion's huge, and danger lurks around every corner. The pace is mild, but the action's still wild.



Control

4.0

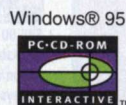
The deft controls support a range of activities, but they're challenged by the constantly shifting visuals. The moving auto-cam sometimes forces you to blindly fire offscreen. Also, as you move, changing perspectives flip-flop the controls for moving left and right.



"Did you call for a delivery?"



DRIVE LIKE AN ANIMAL



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LAST BRONX



By Dan Elektro

If you're searching for fresh, original fighting action on the Saturn...keep looking. Judging from the Japanese boxed copy we reviewed, the overly derivative Last Bronx is a lost cause.

Eight bad dudes and dudettes brawl on the mean streets, each with a different weapon. If that sounds a bit like Fighting Vipers, consider that one of the bosses is a silver-colored clone of yourself. Oof.

Last Bronx is a button-masher's dream come true. No strategy, planning, or skill are required—just push buttons as fast as you can and watch the polygons fly! Of course, if you like your fighting games with a bit more depth, this isn't good.

The game's air juggles are extremely potent and somewhat cheesy; there's plenty of time to get in four or five cheap hits before your opponent reaches the



PROTIP: To execute Kurosawa's Three Strikes move, tap ←, Punch, Punch.

ground. Attacks pack way too much power and severely shorten the game—two combos back to back can end a round.

While the detailed fighters look impressive, the pop-in of the arena walls, the flickering of characters, and some slowdown when both players attack simultaneously bring the game down. No surprises lurk in the soundtrack—you'll find the standard assortment of grunts and crisp smacks, plus some jazzy but unremarkable pop music. The game's standard three-button controls won't pose a problem, either.

With only eight characters to choose from, this game lacks the staying power of a fighting game like Fighters Megamix, which offers more variety and more satisfaction for your fighting dollar. Hopefully, with a name like Last Bronx, there won't be any more. **G**



PROTIP: All characters can do a hands-on attack by simultaneously pressing Block and Punch when near an opponent.



PROTIP: You can easily counter rolling attacks with a low kick.

Last Bronx by Sega

Graphics	Sound	Control	Fun Factor
3.0	3.5	4.0	2.5

Price not available
Available now
Fighting
2 players
Rotating view
Replay value: Low
Challenge: Adjustable
ESRB rating: Teen

SATURN



By Special K

Since this summer's *The Lost World: Jurassic*

Park movie was widely considered a watered-down sequel to the heart-stopping *Jurassic Park*, it should come as no surprise that the game adaptation is also a weak, inferior effort.

It's ironic that DreamWorks, the Steven Spielberg-fronted



PROTIP: At the river's edge, make your way down the cliffs to find an extra life.



PROTIP: When playing as a compy or raptor, your best bet is to avoid most enemies, no matter how small, by jumping over them—you'll sustain more damage by fighting it out.



PROTIP: After you make a good kill as the raptor or compy, remember to eat the remains for additional health by pressing the left trigger button.

The Lost World: Jurassic Park by Sega

Graphics	Sound	Control	Fun Factor
3.5	4.0	2.0	3.0

\$49.99
Available now
Action/adventure
1 player
20 levels
Side view
Replay value: Medium
Challenge: Adjustable
ESRB rating: Teen



company devoted to pushing the technology envelope in movies, games, and other media, would opt to produce an old-fashioned side-scrolling action game like *The Lost World*. Whether you play as the compy, raptor, T. rex, hunter, or scientist, you'll spend your time moving from left to right, hopping across platforms, picking up power-ups, and fending off dinosaurs that range from dog-sized pests to huge screen-filling brontosaurs.

The graphics are decent, with lots of earth-toned rocks, dirt, and trees as the playing field, and the dino animation is fluid and life-like. And with sounds lifted right from the movie (the T. rex roar will give you shivers) and a 32-piece orchestra providing the background score, listening to *The Lost World* is a dream.

The control, on the other hand, is truly prehistoric and ultimately ruins what could have been an acceptable game. As you spend most of your time falling off ledges and dying (only to be returned to the beginning of the level), miscalculating jumps, and inadvertently putting yourself directly in the path of an oncoming dino, you'll realize why games like this became extinct long ago. Fighting colossal dinosaurs is a sure-fire recipe for fun...but nothing helps when you're fighting bad controls. **G**



PROTIP: To conquer the Sleeping Titan level in the Compsognathus area, run until he catches up to you—then jump up and back between his legs, letting him move past you.

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Mystery Word Grid

	H				MYSTERY _____ W _____ WORD _____
		E			
P	I	N	C	H	
	R				
S					

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECKD
BREAKZ PUNCHS SPRAYC TURBOV
STOMPT STANDR PRESS.....E DREAMO
CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

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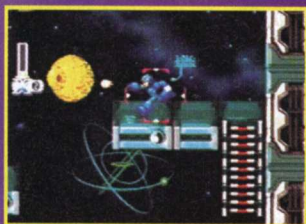
MEGAMAN X4 SATURN



By Boba Fett

In Mega Man X4, a miscommunication puts the police re-
plicants on the wrong side of the
law and it's up to you to get to
the heart of the mystery. Perhaps
the super robot Sigma wasn't truly
destroyed, or perhaps we're just
having déjà vu. Hard to tell in
the Mega Man universe, where
the gameplay evolves slower
than humans.

The visuals are the strongest
part of this game, but that's not
saying much—X4 offers more of
the same thing everyone's been
seeing for a decade now, across
three generations of systems.
Sure, there are nonlinear levels,
music and sound effects to make
even a deaf bat smile, two char-



PROTIP: Zap these balls into mo-
tion before they come after you.



acters to control (a teenage Mega
Man or Zero), and pretty, manga-
style cut scenes, but the game-
play's none removed from Mega
Man for the NES—things are just
a little bigger and a little louder.

If a consistent, familiar plat-
former is your thing, and you
don't mind a remarkably unre-
markable game, Mega Man X4
will keep you entertained. **G**



PROTIP: Novices should use Zero
for his faster, stronger weapons.

Mega Man X4 by Capcom

Graphics	Sound	Control	Fun Factor
3.5	4.5	4.5	3.0

\$49.99

Available now

Action/adventure

1 player

8 worlds

Side view

Challenge: Medium

Replay value: Low

ESRB rating: Kids to

Adults

PREVIEW



By Bad Hare

Borrowing liberally
from Super Puzzle
Fighter II Turbo,
Bust-A-Move 3 adds character
conflict to its proven bubble-
launching formula. This time,
players challenge characters
from other arcade games, includ-
ing a coin-op fortune teller and
Taito's own Super Blast Man.

Except for the ability to rico-
chet shots off the ceiling, game-
play and controls remain un-
changed from Bust-A-Move 2. The
backgrounds seem less busy, but
they're still distracting. More than
anything, Bust-A-Move needs a
soundtrack update; just because
the music is old doesn't mean it's
classic.

In short, Bust-A-Move 3 im-
proves on BAM2, but not so dra-
matically that you need to rush
out and buy it. **G**



PROTIP: Choose your character
based on the special bubbles
displayed below their portrait.



PROTIP: Hitting the star bubbles
will cause all bubbles of one
color to disappear.

Bust-A-Move 3 by Natsume

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Price not available

Available December

Puzzle

2 players

1500 levels

Replay value: High

Challenge: Adjustable

ESRB rating: Kids to

Adults



**By J.
Boogie**

Although
not as graphically pol-
ished as the popular
PlayStation version,
Ten Pin Alley for the
Saturn still delivers
enough addictive gameplay and
fun multiplayer action to make it
a solid purchase for Sega gamers.

This Saturn bowling bonanza
features Open, Team, Tourna-
ment, and Practice modes, along
with 3 bowling alleys and 12 se-
lectable characters. Ten Pin's mul-
tiplayer mode is especially fun
because it enables you to see
who's da man and who chokes



under the pressure.

Controlling your
ball takes exact
timing, but is easy
to learn. You must
also master a half-
circle swinging
meter much like
the one in PGA

Tour '98. The biggest split from
the PlayStation version, though,
comes in the graphics depart-
ment. Although the game con-
tains new camera angles, the
alleys and bowlers don't look
as cleanly animated as they do
in the PlayStation version. Cool
sounds include people speaking in
the background and dance-crazy
conga music, but the tunes often

cut out just when you're start-
ing to get your groove on.

If you're a Saturn owner look-
ing for a fun, challenging party
game, Ten Pin's right up your al-
ley. As if bowling wasn't already a
lazy man's sport, now you don't
even need to leave your house—
or your sofa—to play. **G**



PROTIP: Use powerful bowlers like
Chuck to get used to the me-
chanics of the game.



PROTIP: After you get a spare, the
next throw is added to your spare
score, not your next round.

Ten Pin Alley by ASC

Graphics	Sound	Control	Fun Factor
3.0	4.0	4.5	4.0

Price not available

Available now

Bowling

6 players

Challenge: Adjustable

Replay value: High

ESRB rating: Kids to

Adults

TUROK

DINOSAUR HUNTER

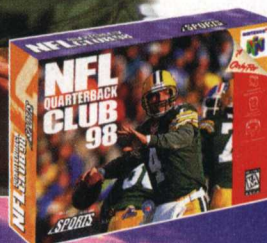
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NFL

QUARTERBACK CLUB 98

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"Insanely fast." -Ultra Game Players



GET "N" OR GET OUT
...AND GET IT AT **TARGET**

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SPORTS PAGES

Another Winning Season for NBA Live



NBA Live '98

By Johnny Ballgame

PlayStation

NBA Live returns to the hardwood with cooler animations, more moves, and tighter controls than last year, slapping a full-court press of fun on gamers looking to hoop it up on their PlayStation.

Live It Up

What makes Live '98 so enjoyable to play is its fantastic mixture of NBA realism and wild arcade action. Stat freaks will love the season tracking, league leaders, custom teams, authentic plays, and deep roster management while all fans of five-on-five b-ball will dig the delicious dribbling, dekes, dunks, and vicious fouls. It's the dream-team combination that all hoops fans (casual or hardcore) will sky-high with.

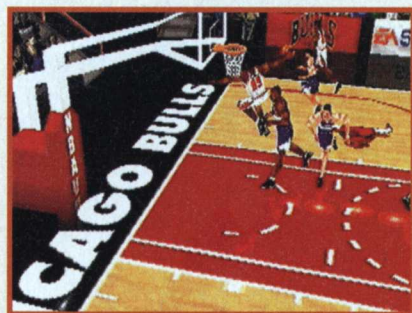
Live's features take it to the hole with authority. Players can shoot their way to stardom in Exhibition, Season, Playoff, or 3-Point Shoot-out modes. The game also sports all the real NBA teams, courts, and players (including Barkley, Shaq, and the rookies) except for the ever-elusive Michael Jordan.



PROTIP: When bringing the ball up court, look for your shooting guard running on the wing. As he runs to the three-point line, feed him the ball for a quick shot.



PROTIP: Feed the ball down low to your center, then use the post move to back into the lane. Once you're close to the basket, use direct dunking to go strong to the rack.



PROTIP: When the computer double-teams your man with the ball, use quick passes to find the open man, then dunk in their face.

But what raises NBA Live above its competitors is its unmatched on- and off-court control. Ball handlers can now perform delectable deke moves like the killer crossover and the 360-degree spin. Defenders backpedal and hand-check. Big men post up in the paint while shooters call for picks and fire fadeaway jumpers and leaners. Players throw down jams using direct dunking (you can now dunk on command) and pass the pill with icon passing. On the sidelines, coaches can choose from over 60 NBA plays, like the Triangle and the Box, and change defensive matchups to exploit a team's weaknesses.

Live and in Color

Graphically, Live scores with some of the most realistic and detailed animations ever seen in a sports game. Players toss up mad reverses,

shooters' legs fly into the air during fadeaway jumpers, and tired players put their hands on their hips during free throws.

Soundwise, the hyped-up music and crowds get your blood pumpin' for some b-ball. The only downer is that the announcer is sometimes slow to cover

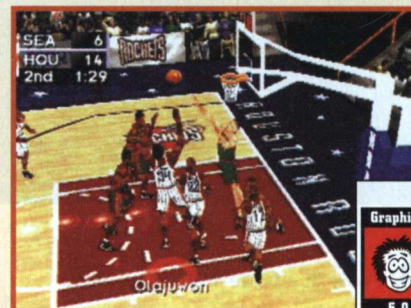
all the heart-pounding action.

This Is Live's House

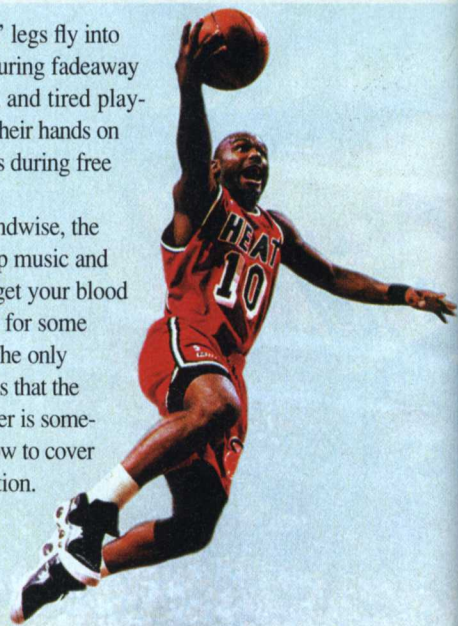
If you're a sports fan who's getting sick of playing football games, then NBA Live's your ticket to heaven. Hoop heads, beware, though—once you get hooked on Live, you'll end up spending the rest of the year throwing down the thunder and talkin' crazy trash to anyone who'll listen. **G**



It's Marbury versus Madison Avenue as Stephon busts a shot on the Knicks.

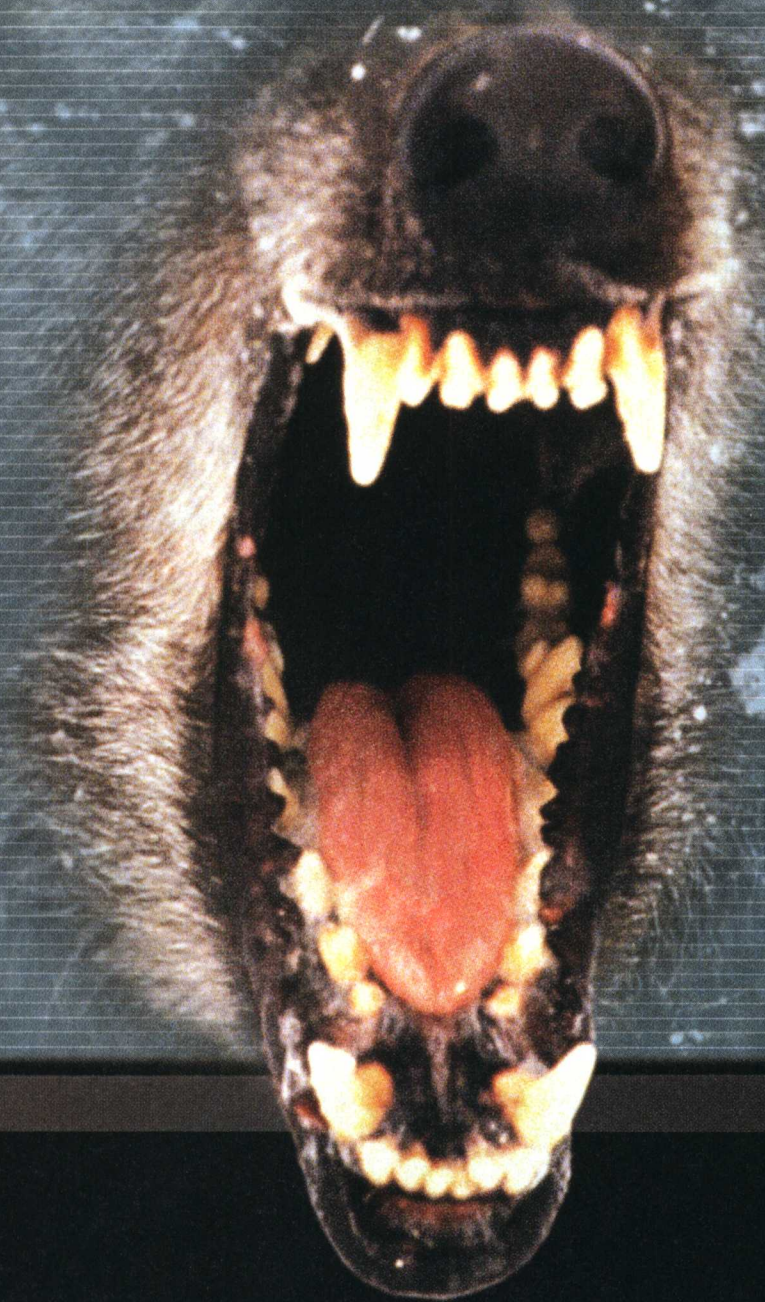


PROTIP: If the defender is covering you tightly, use a fadeaway jumper to create some space.



PROTIP: Use pump-fakes to get your defender in the air, then when he's about to land, shoot over him.

NBA Live '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0
Price not available	Multiple views	Challenge: Adjustable	Replay value: High
Available November	Basketball	ESRB rating: Kids to Adults	
8 players (with multi-tap)			



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The Pucks Keep Coming in the House that Wayne Built



Nintendo 64

Wayne Gretzky's 3D Hockey '98

By The Rookie

Gretzky hits the ice again this season as the only hockey game for the N64. While fans of last year's title will notice that it looks just like its predecessor, Gretzky '98 may have enough new features to warrant a spot in your hockey lineup.

DNA Dandy

Gretzky '98 laces 'em up for play in a single game or in Season, Arcade, and Playoff modes with five difficulty settings and two rink sizes. As with last year's title, the Arcade mode features Open Ice-style three-on-three mayhem, while net nuts can choose between three and five players to suit up for Season or Playoff action. And with the complete NHL license, puckers will find all 26 NHL teams and all the players from Jagr to, well, Gretzky.

New additions to the features roster include trades, injuries, and the ability to set your own lines with players of your choosing. The only drawback here is that you can only substitute wingers for wingers, defensemen for defensemen, and so on. Also new is the addition of player-stat tracking for single games as well as for a whole season.

Back-to-Back Championships

In terms of graphics and sound, Gretzky '98 is in every way the same as it was last year—which isn't a bad thing. All the players are represented in full polygonal splendor complemented by bright, eye-catchingly vibrant colors. The sound adequately brings the experience home with burning slapshots igniting the net and the familiar ring of the ambulance as it chimes in on a particularly hard hit.

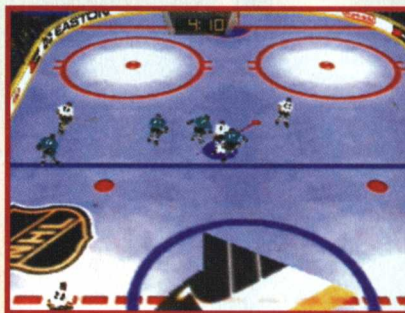
On the plus side, the control and gameplay have been improved since last year. Now when you pass to a teammate, you gain control over that particular player instead of having to manually switch over to him. The A.I. has been ramped up as well—the money shot that worked last year is but a distant memory. You now have to make good passes and set up shots to score effectively.

The Great One Just Keeps on Going

Gretzky '98 is definitely an enjoyable hockey sim, especially if you liked the original. However, even though it's added a couple of necessary options that help it surpass last year's title, it may be too similar to warrant shelling out a year's worth of allowance for. The best bet is to rent it and see if these options are worth it to you. **G**



PROTIP: Set up a good scoring opportunity by leading your teammate with a pass.



PROTIP: If you're being hounded by the defense, use the dump-and-chase approach to create spacing.



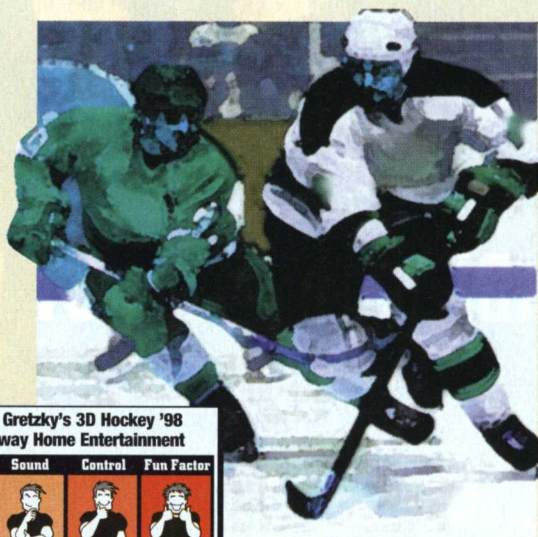
PROTIP: Good passing is the key to victory—so don't hog the puck!







PROTIP: Try to draw the defenders to one corner to leave your winger one-on-one with the defense.



PROTIP: Spread out your offense on the sides of the rink to draw the goalie to the side your puck carrier is on. Then shoot a pass to your teammate on the other side and one-time it to the goal.



Wayne Gretzky's 3D Hockey '98 By Midway Home Entertainment			
Graphics	Sound	Control	Fun Factor
 4.5	 3.5	 4.0	 4.5
Price not available		Challenge: Adjustable	
Available now		Replay value: High	
Hockey		ESRB rating: Kids to Adults	
4 players			



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Face Off '98 Demoted to the Second Line

NHL Face Off '98

By Air Hendrix

PlayStation

After reigning supreme last year, the Face Off series gets thumped over the boards this season. A roster of strong improvements nicely tunes up this year's outing, but NHL '98 still outclasses it in almost every category.



PROTIP: When you're carrying the puck, deking around the defender rarely works. Pass before you come into contact so you don't surrender possession.

The One-Timer Scores!

Right off the bat, Face Off's slick new graphics will catch your eye with smooth polygonal players and sharp rinkside touches like boards that rattle from impacts. The game's pace reaches blazing Fedorov-like speeds, but the players' movements seem a bit stiff at times.

On the features side, Face Off delivers all the usuals (pro players and teams, fights, trades, season and exhibition play), along with icon passing, manual player switching (like in Wayne Gretzky's 3D Hockey for the Nintendo 64, but optional), player creation, and a handy Practice mode. The retooled team strategies are much improved, but lack NHL '98's

on-the-fly play-calling.

As for sounds, the PA announcer will get on your last nerve with some totally absurd-sounding calls. Decent on-ice effects and crowd sounds, however, keep you in the action.

Two-Minute Penalty

Once you get past the visual fireworks, Face Off '98 plays a lot like its predecessor...which isn't strong



PROTIP: Defense is all about checking, not stickwork, but if you thump someone from behind, you'll usually end up in the penalty box. But if you like that kind of high-scoring action, Face Off fits the bill.

The controls also earn some time in the penalty box. While icon passing's always a pleasure, passing with the directional pad isn't as tight as it should be. And while great moves like redirected shots add some verve to the action, basics like hooking are nowhere to be found.

Stanley Cup Picks

Wondering what to buy this season? Powerplay '98's extremely sluggish pace sent it back to the minors, while Breakaway '98's control problems kept that game from ever going pro. Since the second-ranked Face Off '98 suffers in quite a few areas, NHL '98 is really the only PlayStation hockey game that earns its price tag. But if you're a die-hard hockey fan looking for a second-string title, Face Off '98's icon passing and high-scoring gameplay have a lot to offer. **G**

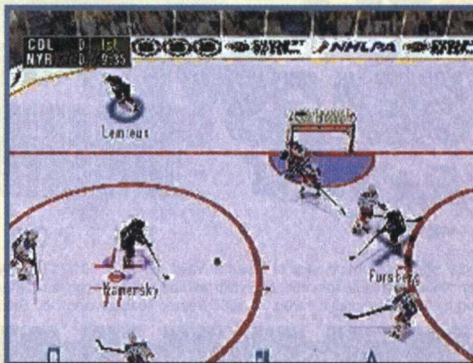


PROTIP: Slapshots from the point go in with regularity. But even if they miss, the rebound always makes for a good scoring chance.

NHL Face Off '98 by Sony			
Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5
Price not available		Challenge: Adjustable	
Available now		Replay value: High	
Hockey		ESRB rating: Kids to Adults	
8 players			
Multiple views			



PROTIP: Wildly pounding on the buttons during face-offs never works. Instead, try to time your tap just as the referee releases the puck.



PROTIP: The best scoring chances come from positioning yourself in the corner, passing in front of the crease, then using icon passing to one-time that puppy in.

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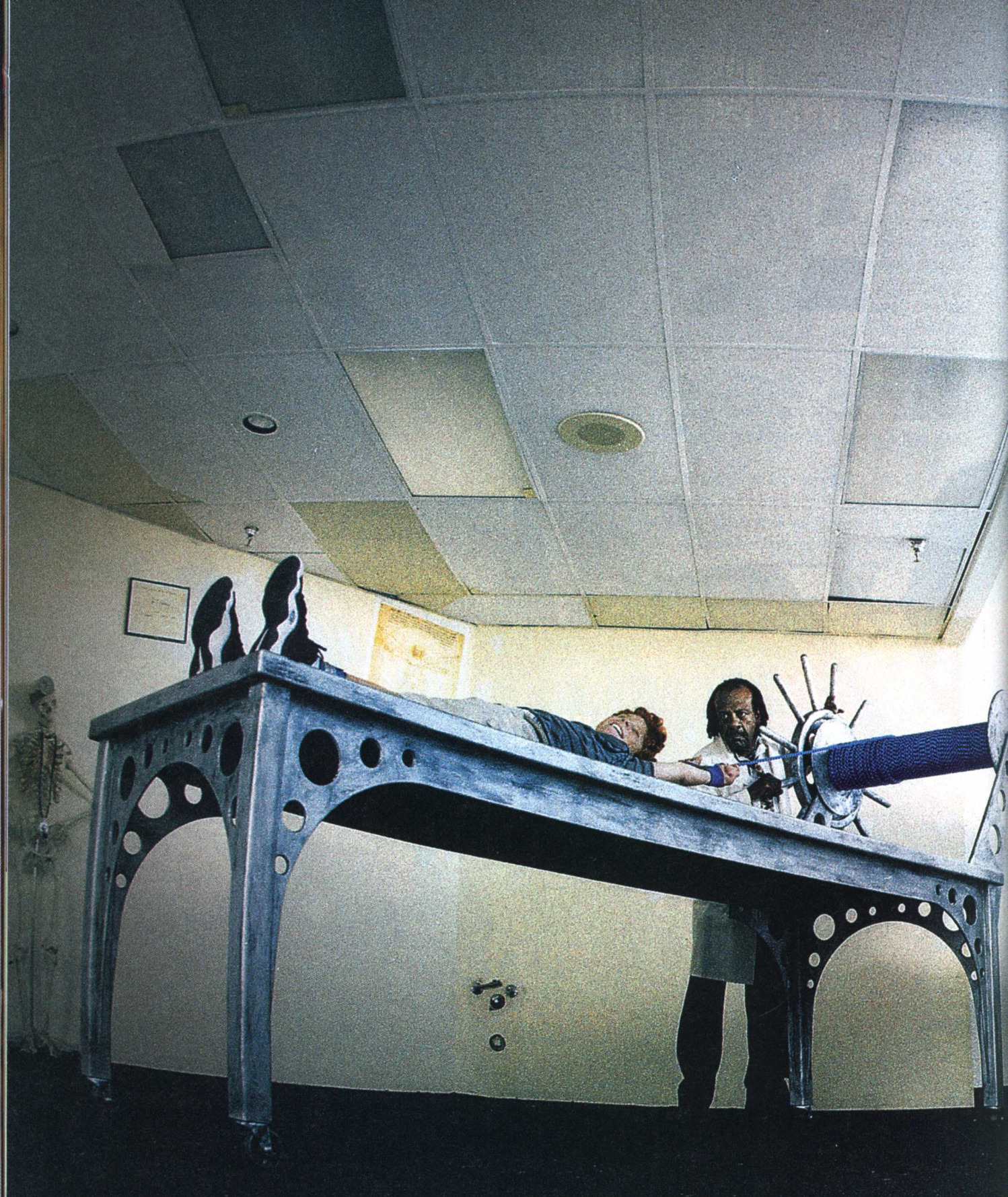
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NFL Quarterback Club '98

By Johnny Ballgame

Nintendo 64

Probably the most disappointing sports game of the year, NFL Quarterback Club '98 might have the look of a champion, but its gameplay and A.I. don't measure up to the superstar strut of Madden 64.

Quarterback Concussion

QB Club's main problems lie in its A.I. and control. Money plays run rampant, while passes float in the air for what seems like forever. When your passes finally land, if you hit the receiver right, the ball pops back up in the air in a manner reminiscent of the original GameDay. Other gameplay problems include jerky camera movements, poor collision detection (it's hard to tackle someone if they run through you), defensive players not reacting to the ball, and receivers twitching when they run pass patterns to the sidelines.

If you can overlook those problems, the game does include enough features to satisfy most die-hard gurus of the gridiron. Besides Season, Tournament, and Playoff modes, QB Club of-

fers a fantasy draft, custom teams, and the exclusive NFL team license.

Graphically, QB Club scores with its crisply animated players (though more variation in the animations would've helped) and incredible-looking replays. Unfortunately, you don't play in Replay mode, and the great visuals can't overcome the substandard gameplay.

The sound also proves troublesome. The commentary gets old by the second quarter, and the announcer constantly repeats the same phrases.

Mangled by Madden

Madden 64 is a much better game in every area so there's no reason to join the QB Club. This quarterback gets sacked! **G**

NFL Quarterback Club '98 by Acclaim

Graphics	Sound	Control	Fun Factor
 4.5	 3.0	 3.0	 2.5
Price not available			
64 megs			
Available November			
Football			
4 players			
Challenge: Adjustable			
Replay value: Medium			
ESRB rating: Kids to Adults			

NFL QB Club '98 Tips



PROTIP: Use the Shotgun/PL Mid-play to gain big yards every time. Drop back in the pocket for about 2-3 seconds, then pass the ball to your receiver in the far left.



PROTIP: Start your punt returns up the middle to gain yards fast, then break to the sideline for a possible big return.



PROTIP: Call the Shotgun/Z29 Skid to isolate your right wide receiver on a defensive back. Wait about 2-3 seconds, then lob him the ball for yet another money play.



Cool Boarders 2

By Boba Fatt

PlayStation

Put the disappointing graphics, other-dimensional physics, and single-player disaster that was Cool Boarders out of your mind—Cool Boarders 2 is a startling, top-to-bottom improvement upon its predecessor. Worthy snowboarding action has finally arrived on the PlayStation.

The highly detailed environment streaks by with little to no pop-up, while snowy mountains loom imposingly, thanks to the vastly improved graphics engine. Your racers, complete in customized dress, bend and swerve in realistic fashion as they respond to the sharp controls. This is the best console snowboarding game yet, and it's the closest

you'll come to Alpine Racer at home.

It's not quite a fully mondo rad affair, though. First off, the announcer needs to get a grip—he often doesn't seem to be watching the race you're running, not to mention the amazing impression of a parrot he performs. Visually, the crackle of breakup mars the show too often. It's also tough to grasp the fundamentals of the jumping maneuvers, so the trick portion of the game starts out frustratingly.

Despite these minor problems, Cool Boarders 2 excels in racing, as showcased in its gorgeous head-to-head mode. The vertically split screen offers a good field of vision, and the polygon count doesn't seem to suffer at all. If only you could punch your opponent, we'd be talking godlike. Speed freaks and boarders, give this one a shot, even if you were burned by the first installment—you won't regret it. **G**



The killer split-screen competition makes up for the original Cool Boarders' solo-only shortcomings.

Cool Boarders 2 Tips



PROTIP: If you have problems getting the gnarly showboat tricks nailed at first, select the fastest people and boards to keep your points high by winning races.



PROTIP: You'll find the most impressive tricks through experimentation—just be patient and make sure you've got enough speed.

Cool Boarders 2 by Sony

Graphics	Sound	Control	Fun Factor
 4.5	 2.5	 4.0	 4.5
\$49.99			
Available November			
Snowboarding			
2 players			
9 courses			
Challenge: High			
Replay value: High			
ESRB rating: Kids to Adults			

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For Sim Purists Only



Formula 1 Championship Edition

PlayStation

By Air Hendrix

Europe's most popular motor sport returns for another high-octane ride on the PlayStation. Filled with riveting gameplay and on-the-money new features, Formula 1 Championship Edition nevertheless remains a ride that's strictly suited for sim-style drivers.

Green Flag

In making F1CE, Psygnosis focused on adding key features that the excellent original lacked, such as two-player split-screen racing and an Arcade mode. While the two-player action rocks, the Arcade mode stalls in the starting grid. Its power-slide-heavy style feels almost silly and lacks the oomph to attract arcade gamers.

But for the sim crowd, F1CE delivers unparalleled technical racing. The handling, A.I., and physics have been sweetly tuned since the original, creating highly realistic, adrenaline-drenched gameplay.

Solid features and tight controls nicely back up the action. F1CE provides all the real-life F1 drivers and tracks from the '97 season, as well as a create-a-driver option. Other sharp features include better car-setup options (even helmet tearoffs!), wild crashes when you collide, and an ingenious training line that highlights braking points in red.



PROTIP: When you must brake heavily for a turn, start early enough that you can pump the brakes instead of standing on them—you get a much tighter response.



PROTIP: In Grand Prix mode, you're always better off braking hard than running your tires into the dirt or colliding with another car—it preserves more speed in the long run.

Controlwise, the realistic handling reveals every mistake you make. If you have the skills, they come shining through, but rookies will have a tough time staying on the track.

Yellow Flag

On the downside, the load times, though vastly improved over the original, are still pretty slow. Even worse, Psygnosis neglected to add the in-race course map that this game so desperately needs, which just plain sucks.

Visually, F1CE flashes past with good game speed and well-detailed cars and tracks that are much improved from the first game. But a disappointing number of breakup and draw-in problems really interrupts the show.

As for the sounds, the shrill whine of F1 engines



PROTIP: If you can't sneak by the tough-to-pass CPU opponents (the inside line on a turn works best), try carefully nudging them aside—as long as you have good steering skills and the options for damage and black flags are off.

is reproduced in all its ear-shredding glory, and the other on-track sounds perform strongly. In the announcer's booth, F1CE upgrades to two-man commentary, but you'll quickly turn off those fools as they not only repeat themselves far too much, but are often just plain wrong.

Checkered Flag

Europe and Japan, the U.S. audience is likely to go straight for NASCAR '98, which is more polished and more accessible. Still, for those F1 fans out there, and for any fan of realistic racing, F1CE heads straight for a finish at the top of the podium. **G**



PROTIP: In Arcade mode, cut corners whenever possible—it's much faster than actually slowing to make the turns.



PROTIP: Beginning drivers should turn on the training line right away—it's the best driving aid in the game.

Formula 1 Championship Edition By Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	4.5
Price not available Available now	Multiple views Challenge: Adjustable Replay value: High ESRB rating: Kids to Adults		
Racing 2 players 18 tracks			

SPORTS INSIDER PREVIEWS



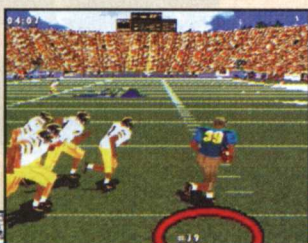
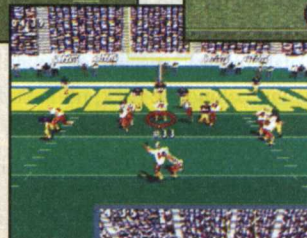
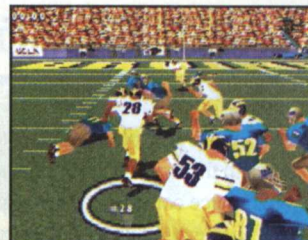
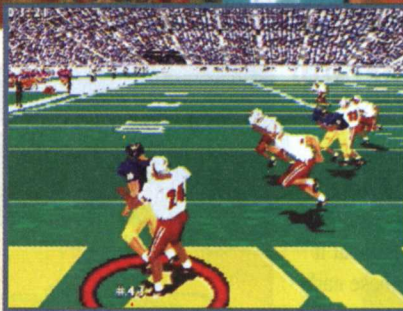
NCAA Football GameBreaker '98

PlayStation

GameBreaker's back for its sophomore season, looking and playing better than ever in NCAA Football GameBreaker '98. The graphics engine now uses polygonal players and real-time rendering (straight from GameDay '98) to deliver an awesome look filled with vicious wraparound tackles and spinning one-handed catches—all without taking away from the speed or authentic collegiate gameplay of the original.

Also new this year is a playbook editor that enables you to change the pass routes and running assignments of your players in existing plays. Rounding out the realistic experience for football fans, GameBreaker includes all 111 Division 1-A teams, historical teams, and more than 100 stadiums. If GameBreaker '98 continues its early winning ways, EA Sports' NCAA Football '98 will finally have some strong (but late-season) competition.

—Johnny Ballgame



Developed and published
by Sony
Available November

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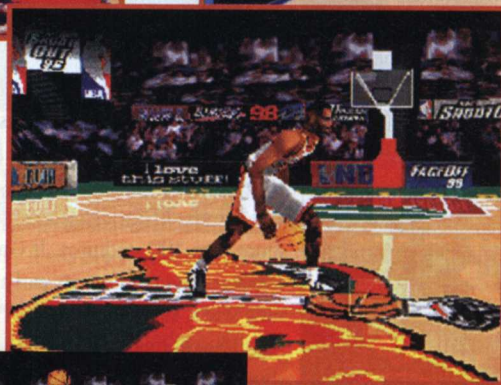
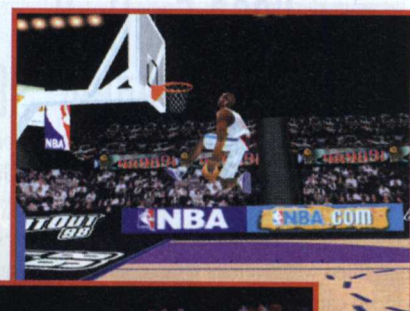
NBA Shoot Out '98

PlayStation

The reigning titleholder of PlayStation hoops returns to the hardwood for another season. Although fierce competitor NBA Live '98 beat it to the shelves (see review this issue), these early images of Shoot Out '98 show serious promise as the large players showcase impressive detail.

As for features, Shoot Out's lined up to score with all the pro teams and players (including Shaq and Barkley, but no Jordan), a new two-on-two mode, 13 new offensive and defensive plays, player creation, trades, and drafts.

Shoot Out's also packed with a huge lineup of gamer-controlled dunks—tomahawk, between the legs, double-pump, forward cradle, and so on—and each player's equipped with a selection of four dunks to fire off oncourt. "Total Control" passing, meanwhile, lets you select the type of pass you want (behind the back, no-look, between the legs, and much more) and call screens, cutters, or double coverage. As soon as we can get our hands on this game (hopefully next issue), we'll update you on how it plays and how it stacks up against Live '98.—Air Hendrix



Developed and published
by Sony
Available December

50% COMPLETE



Tennis Arena

PlayStation

Finally! No one's managed to make even a decent tennis game for the PlayStation, but Ubi Soft's stepping up with the racquet-rocking action of Tennis Arena. Even this early version sports the kind of smooth control and tight action that should easily propel Tennis Arena to the No. 1 ranking. The game's only flaw—and it's admittedly a doozy—is the lack of pro licenses or a create-a-player feature. Instead of playing as (or creating)

Pete Sampras or Venus Williams, you're stuck with eight players that range from a sumo-wrestler type to a grunge girl. But the action's smoking as you trade volleys on five varied courts using top spins, back spins, lobs, super shots, and afterspin.

—Air Hendrix



Developed by Smart Dog
Published by Ubi Soft
Available December

80% COMPLETE

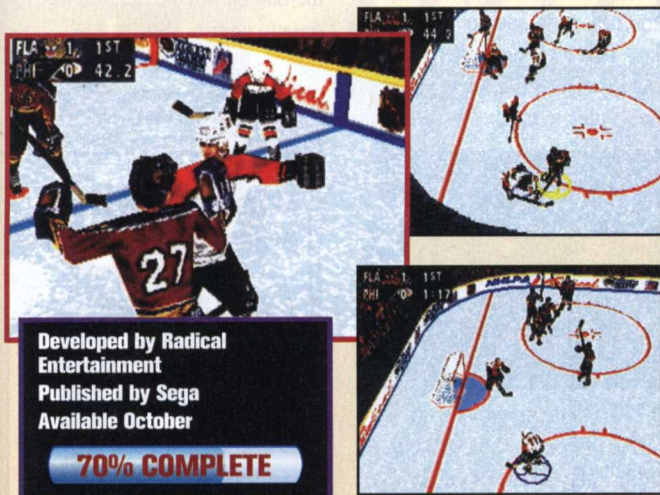
SPORTS INSIDER PREVIEWS



NHL All-Star Hockey '98

Saturn

Basically, NHL All-Star Hockey '98 is the Saturn version of Virgin's NHL Powerplay '98 in a different package. All 26 NHL teams are represented, along with 650 authentic stickmen from around the league. There are four modes: Exhibition, Season, Playoffs, and World Tourney. Unfortunately, many of Powerplay's problems, like slow game-play and poor detail in the animations, were left on-ice. Luckily for Sega, there's still plenty of time before face-off to fix these problems and contend for a title.—Johnny Ballgame



Developed by Radical Entertainment
Published by Sega
Available October

70% COMPLETE



Sega Touring Car Championship

Saturn

Sega's speedy arcade racer is almost ready for the green flag, but it still needs some tweaking if it hopes to compete for first place. The most glaring problem in the preview version was the handling. You're bumping and sliding all over the track, while the slightest tap from a competitor sends you completely out of control. If the steering is fixed, the frantic pace and two-player split-screen mode should make Sega Touring Car worthy of a drive.

—J. Boogie



Developed and published by Sega
Available December

60% COMPLETE



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Sports



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How to Master Madden

Football gameplay can become quite Madding if you don't know the right plays to pick. Whether you need help on offense or defense, here's a GamePro locker-room exclusive that'll put your favorite team on the road to the Super Bowl.

by Johnny Ballgame

Offense

One of the oldest football clichés states that you can't win if you don't score. It may sound stupid, but with Madden's advanced A.I. and the majority of scores in the range of 21–14 and 14–10, you need—now more than ever—to have a list of the best offensive plays to pick. Here's a breakdown of the top ways to gain yards and score those all-important points.

Formations



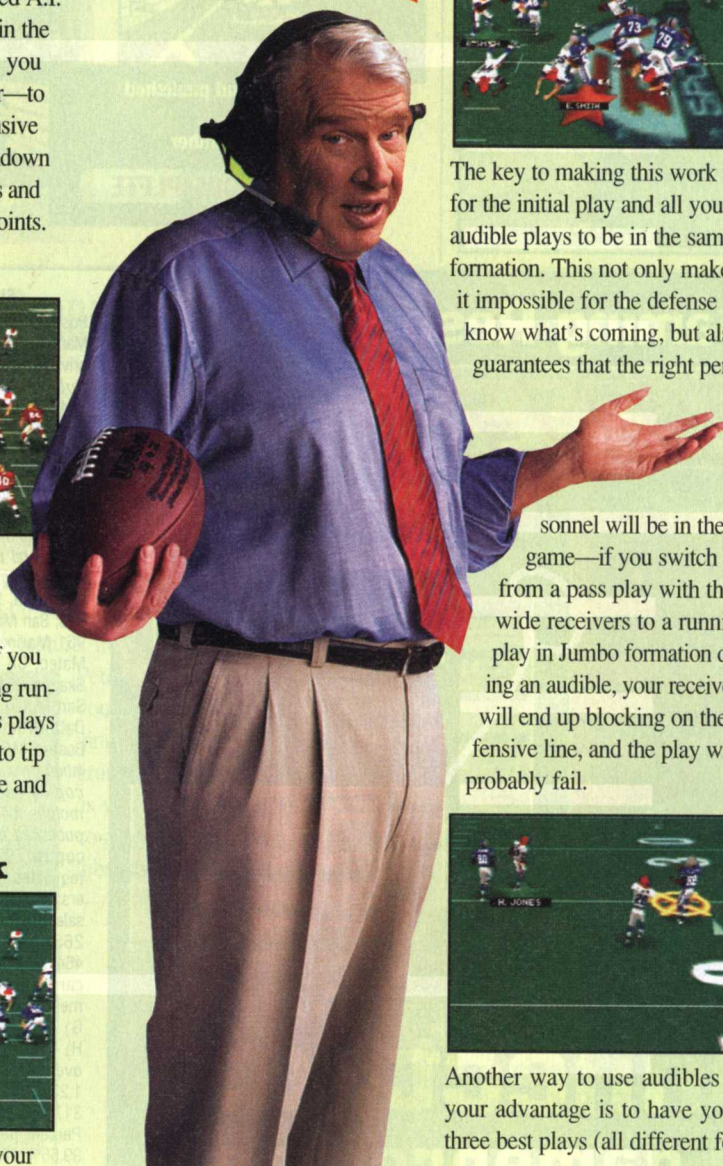
The best way to keep your opponent off-balance is to call a lot of different plays from the same formation. If you get into the rut of only calling running plays from the I or pass plays from the Pro, you're going to tip off your plays to the defense and probably lose the game.

Audible Attack



An awesome way to move your

Nintendo 64
PlayStation



offense downfield fast is to use the hurry-up offense with audibles.



Set up your audibles for the hurry-up with one running play, one short pass play, and one deep pass play. This way, no matter what your down or situation is, you have a play to call.



The key to making this work is for the initial play and all your audible plays to be in the same formation. This not only makes it impossible for the defense to know what's coming, but also guarantees that the right per-

sonnel will be in the game—if you switch from a pass play with three wide receivers to a running play in Jumbo formation during an audible, your receivers will end up blocking on the offensive line, and the play will probably fail.



Another way to use audibles to your advantage is to have your three best plays (all different for

mations) as your audibles. During an offensive sequence, call a play using an audible formation (like 4 wide/Single/HB Dive Right); then, when the play is over, use the hurry-up offense to run to the line of scrimmage. While the defense is scrambling, call a new offensive play using an audible (like 4 wide/Single/Slot Screen) in that same formation and hike the ball before the defense has time to adjust.

Hurry-up Audibles

Audible 1: Normal/I/HB Lead

Audible 2: Normal/I/Quick Slant

Audible 3: Normal/I/HB Screen

Best Three Audibles

Audible 1: 4 wide/Single/Slot Screen

Audible 2: 3 wide/Near/FB Flat

Audible 3: 3 wide/I/HB Lead

Run It Down Their Throats!



Running the ball enables you to control possession of the ball, the clock, and the game. If done successfully, it also draws the linebackers and safety up closer to the line of scrimmage for run prevention, opening up one-on-one coverage down the field for one



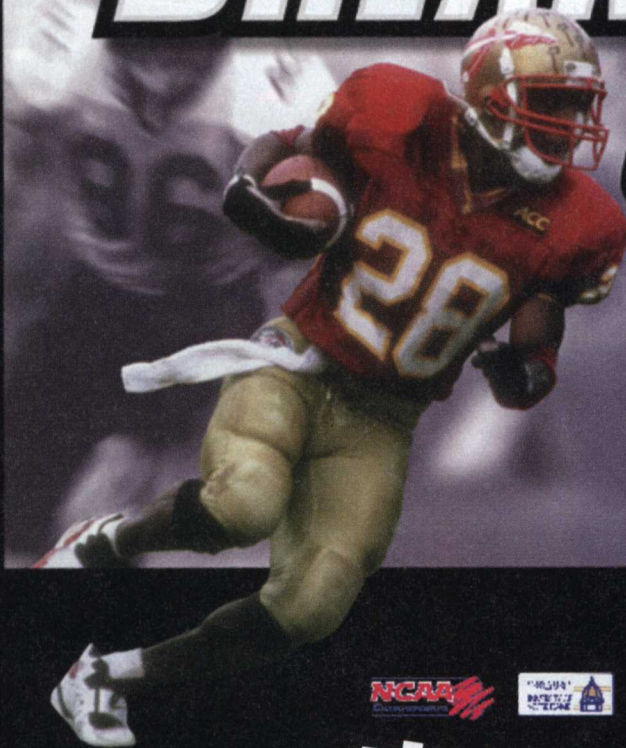
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of your speedy receivers. Here are some ways to get your running game going:



1. Run from the I formation. This gives you an extra blocker (the fullback), who will lead the way and open up holes for you.



2. Follow the play the way it's designed. Past Maddens rewarded you with big yardage for running to the sidelines then up the field, no matter how the play was initially intended. With this year's advanced A.I., all bets are off, and you need to follow the run the way it looks in the playbook.



3. Quick runs up the middle, like the 3 wide/I/HB Lead, can pick up consistent yards because they hit the defense before it adjusts.



4. Don't run outside without a blocker. The Pro/HB Toss is a perfect example. The linebacker has a free shot at your RB, and you'll lose valuable yards.

How to Master Madden



Nintendo 64

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Best Running Plays

1. 3 wide/I/HB Lead
2. Normal/I/HB Lead Toss
3. 4 wide/Single/HB Dive Right
4. Normal/I/HB Lead
5. Normal/Far/FB Trap

Passing to Paydirt



People love to pass. You pick up big yards, it's exciting, and you have more of a chance to get lucky with a long pass than a long run. Here's a breakdown on how

to pass for big yards against Madden's tenacious A.I.:



1. A way to draw the defense up (and also to get your running backs involved in the offense) is to throw short passes to either your halfback or your fullback. The best pass plays to your running backs are: 3 wide/Near/FB Flat, 3 wide/Pro/Curls, Normal/I/HB Screen, and Normal/Pro/FB Streak.



2. When the defense concentrates on your wide receivers, they can leave your tight end open or in a man-to-man situation against a linebacker. Take advantage of this for big yards. The best pass plays to your tight end are: Normal/Far/HB Screen, Normal/I/Quick Slant, Jumbo/Near/Play Action, and Normal/I/Quick Outs.



3. Look for the receiver who has man-to-man coverage and get him the ball. Unless you have someone like Jerry Rice on your team, throwing into a crowd will only lead to interceptions. The best deep-pass plays are: 4 wide/Single/Slants, Normal/Pro/All Streak, Normal/Pro/Slant, 4 wide/Single/Slot Screen, 4 wide/Shotgun/Hail Mary.

A Tale of Two Pass Plays

Play 1: 4 wide/Single/Slot Screen



This is the best play to call when you need a big play. Hike the ball and drop back for approximately three seconds, then pass the ball to your receiver on the far right for a big gain. If you keep passing to him, the defense will adjust and the safety will move over to double-team, but even then the play still works surprisingly well. Another way to cross up the defense is to watch for the double-team on the right, then look to see what coverage is given to your receiver on the far left. If he's only being covered by one man, throw it to him for a first down.

Play 2: 3 wide/Near/FB Flat



This is a great play to call when you need 5–10 yards. Drop back in the pocket and watch for your fullback to bust through the line of scrimmage. Right when he breaks into the flat, pass him the ball. This play picks up good yardage and has the potential for more if you can break some tackles. It can also lead to a bigger gain if you call it repeatedly. Occasionally the left cornerback will leave his assignment to cover the fullback, leaving your left wide receiver open down the field. Bombs away!

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How to Master Madden



Nintendo 64

PlayStation

Defense

Offense scores points but defense wins games. If you can shut down your opponent's offense, not only will you get better field position for your offense to start from, but you might just score points off a turnover or injure a quarterback or two.

Defensive Dandies

1. 4-3/4-3 Base
2. 4-3/Crash Left
3. Nickel/Man Zone
4. Nickel/Man Under
5. Dime/Zone Blitz
6. Nickel/Quarters
7. Dime/Monster Blitz
8. Dime/Double Sting
9. Goal/Blitz B
10. 3-4/3-4 Base

Speed Kills

NICKEL				D. SANDERS			
				21	RCE		
				WGT	19.5		
				HGT	6'0"		
				AGE	22		
				SPD	99		
				AWR	99		
DALLAS							
SUN IN		WGT	HGT	AGE			
88 M. IRVIN	WR	205	6'2"	23			
83 A. MILLER	WR	190	5'11"	28			
89 L. MARTIN	WR	162	5'9"	27			

On defense, use team speed to your advantage by playing a lot of Nickel and Dime formations. These formations substitute defensive backs for linebackers, and the increase in speed will not only help you blanket receivers, but also enable your team to swarm the ball carrier on running plays. Your ability to blitz the quarter-

back will also increase, since your players will break through the line at a faster pace.

Blitz



When blitzing, move your defensive players closer to the ball by tapping the trigger on the controller. Actually, whether you're going to blitz or not, moving your defensive players up to the line to make it look like they're going to blitz is a great mind-teaser to lay on your opponent. It might force them to audible out of the play they want to run, and once you force someone to change their game because of what you're doing, you're on your way to winning.

Know Your Assignments



The more defensive players that you control on a play, the more problems you create for your team. Each player is assigned a zone or man to cover. If you don't know the assignment and blitz the wrong man or move to the wrong area, you're liable to get burned for big yardage.



The best way to play defense is to play as your best defensive line-man and use whatever means

necessary (shivers, swims, stunts, and so on) to get to the QB or to stop the run. If it's a pass and the ball is thrown before you sack the QB, immediately switch to the defensive back covering the pass and use the Jump button to try to bat the ball down, or dive and try to jar the ball loose from the receiver.

Middle Line-backer's Pass-Drop



The middle linebacker's pass-drop between the hash marks is based on where the QB rolls in the pocket. If you move the middle linebacker during a pass, you may open up the middle of the field for a medium gain.

Matchups Are Key



If you're getting burned on pass coverage, it might be a good idea to switch your cornerbacks to the opposite sides of the field to get a better matchup. For example, if you're Dallas playing against San Francisco and Rice is taking Kevin Smith to school, simply switch the sides that Smith and Deion are playing and watch Prime Time eliminate J.R. for good. **G**

Helpful Madden Tips

1. There's no shame in punting. Madden's all about field position this year, and if your defense holds tight, you'll get the ball back in just a few downs. Going for it all the time on fourth down will cost you the game.
2. Watch out when speed-bursting down the sidelines. If you're aimed just slightly toward out of bounds, your speed burst might force you out of play without giving you a chance to gain big yards.
3. Don't forget to stiff-arm defenders. Running over defenders is just as good as running by them.
4. In clutch situations, give the ball to your star players. If you're playing as Oakland and you desperately need a first down, Ricky Dudley might drop the important pass whereas Tim Brown might make a spectacular play (since the game's based on last year's stats).

The Fine Print

This strategy guide is based on Madden 64 for the Nintendo 64, but has been tested with Madden NFL '98 for the PlayStation, and works equally well with that game. All images are taken from Madden 64.

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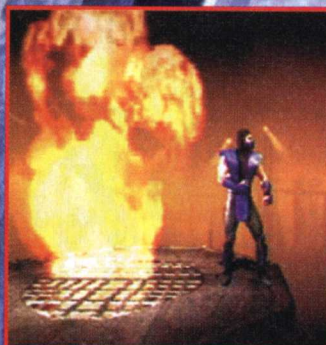
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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • DECEMBER '97

FINAL FANTASY VII

Final Fantasy fans, this is a survival guide to one of the most intricate and lavish RPGs for the PlayStation to date. Fear not, though; this is a bare-bones walk-through—not a blow-by-blow spoiler account.

By Nob Ogasawara

This final installment of our three-part survival guide takes you through the events from Shinra's Branch Office in Junon (where Tifa and Barret are held captive) to the final boss. We've also included some side events. To avoid spoiling the elaborate story and many mysteries of this epic, the information is as basic and cryptic as possible and doesn't get into detailed plot descriptions. However, we still suggest that you not read any further unless you're truly stumped.

JUNON

Before going into the press hall, equip your party—you enter battle without pausing later. After things get chaotic, Barret heads for Junon's airport and Tifa needs to find the Mako Cannon.



The gas chamber isn't timed, so you don't really have to worry about anyone dying. If you want to shorten the suffering, however, press several buttons simultaneously to free your character.

MIDEEL

Once you're flying Highwind, you're free to roam the entire world. Now's a good time to think about breeding Chocobo (details later) and buying Materia like All and Recover (you

won't get too much further in the game without it). All Materia is worth a huge pile of Gils when maxed out.

There aren't many places you haven't been yet, so eventually you'll end up at the jungle village of Mideel at the lower right of the map. In Mideel, look for a white Chocobo that likes to be fed and tickled and he will give you something very useful in return. If you need advice about this white Chocobo, talk to Chole in the barn at Chocobo Farm.

At the weapon shop, check the door, then go to the house in the raised section at the west side of the village. Look around where the floor squeaks; take what you find to the weapon shop and try the door. Answer the shopkeeper truthfully to get a useful but dangerous item.

After shopping and talking with medical professionals, get back on Highwind and fly to the impoverished former mining town of North Corel.

NORTH COREL

Gold Saucer's closed, so head up the railroad tracks (at the east side of the village) to the Corel Mako reactor. After a couple of battles, you have to do a little train-jacking. It's not too difficult, so you shouldn't blow this opportunity. Success earns you a powerful multi-target attack spell.



Tap keys rhythmically to speed up the pursuing train. Don't waste time fighting because you have only a small amount of time.

FORT CONDOR

This is the final real-time simulation battle against invading Shinra hordes. As before, the trick is to send troops down as quickly as possible to make killing pockets that destroy enemy units as soon as they appear. You can keep adding new units immediately behind advancing troops to flood the enemy entry zone. Success earns you an otherwise unobtainable Summon Materia.



BACK TO MIDEEL

Return to Mideel, but before entering the town, save your game. You'll have a nasty visitor that can be made to go away but not destroyed. There's also a long and complicated event that requires your full attention. After this, you can take a breather and hang out at Gold Saucer or try Chocobo racing and earn some serious Gold Saucer play money. With enough cash, you can enter the battle arena to win exclusive and rare prizes that are very worthwhile. Go to Junon and bribe the Shinra guard in the village with 10 Gils to take an elevator ride.

JUNON SUBMARINE BASE

At the sub base, open the treasure chest with Leviathan Scale. You need the item inside to pass the flames at the giant statues of Utai. Prepare yourself for a tough battle by equipping your party with All, Recover, Time, and Lightning Materia.



Carry Armor is another mech, so zap its three sections with Lightning coupled with All Materia.

SUBMARINE

From the sub's conning tower, chase down the red Shinra sub. If you lose sight of the sub, use the sonar (press R1) and scan the water. If you succeed, you get to keep the sub. If you blow it, you lose the sub and fail to get a key item.

JUNON: ROCKET VILLAGE

Hurry back to Junon Airport, then head for Rocket Village. Once inside the rocket, save your game before fiddling with the passcode system. Have a pencil and notepad ready to jot down codes you've already tried (Cid will give you clues that help eliminate choices). Failure deprives you of a significant item.



Be sure to save your game before this nerve-wracking test.

COSMO & SHINRA SUB

Visit Red XIII's aging mentor, Bugenhagen. He'll insist on accompanying you to the City of Ancients (north of Bone Village), but before you go, scour the ocean floor with the Shinra sub you sea-jacked earlier. (If you blew that part of the quest, you need to execute another raid on Junon to take another sub in exactly the same way as before.)

Pilot the sub south of Junon, find the red Shinra sub wreckage, and recover a key item. If you see a big green enemy swimming underwater, surface and get out of the area immediately. It's Emerald Weapon, and it will kick your butt at this stage in the game for sure (see sidebar "Emerald Weapon").

Head north, submerge, and look for an underwater tunnel that leads to a key item. Also look for another underwater tunnel southwest of the first tunnel and surface beside a waterfall east of Gold Saucer. You can disembark at a beach. Take Vincent into the waterfall for an important story event. Return to the same spot later to pick up Vincent's final weapon and Limit Move Materia.

Go to the cove west of Junon, surface, and find the crashed remains of Gelnica, a Shinra supply plane loaded with great items and weapons. Be prepared for seriously nasty battles, including a showdown with Turks Rude and Reno. The Unknown can easily wipe out your party, but they're great targets for stealing and morphing into anabolic steroid items that boost your abilities.



When facing Turks on Gelnica, make use of accessories that prevent confusion.

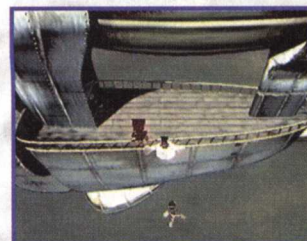
CITY OF ANCIENTS

Once you're finished with the sub, take Bugenhagen north of Bone Village to the City of Ancients. An emergency call summons you back to Midgar where you meet a big enemy that's wading ashore. After Sister Ray fires, fly to the north cave. Another emergency call

takes you back to Midgar again, so be prepared for several tough sets of enemies, starting with your old friends the Turks.



Where the path forks in three directions, go left.



Don't enter Midgar on foot; fly over it and drop in instead.



In the final showdown with the Turks, use Electricity-Draining or -Nullifying items to render Reno harmless.

EMERALD WEAPON

Unless you're a real sucker for punishment, avoid Emerald Weapon. But if you insist, ride the Shinra sub underwater and take a run at the green weapon. Guaranteed, your characters will die, often simultaneously. Emerald regularly zaps you with an attack that inflicts 9999 HP damage to everyone, so it's imperative that characters be equipped with Final Attack and Revive Materia along with the Life 2 spell (Final Attack and Revive must be maxed out and available for each character, and even then you can be revived only five times). Since Final Attack Materia is available only at Gold Saucer's battle arena, most players won't even see it.

To defeat Emerald Weapon, you must inflict a million HP damage. That means pairing Knights of the Round and Quadra Magic (both ideally maxed out), and having the other two characters Mime the character that starts the process. Only one Mime is available, so that should also be maxed out (by the time the required Materia are available, all your characters will have surpassed Level 99).



Electricity doesn't work well on Proud Clod, so be prepared for a long fight.



Use items or accessories that nullify status abnormalities (like ribbons) or at least something that prevents confusion. Concentrate attacks on the body and not the appendages or accompanying monsters.



This is the last thing you see before Game Over. If you don't have the Final Attack and Revive (or Phoenix) combo you don't stand a chance. Even if you do, your chance of survival is pretty slim.



CHOCOBO BREEDING

Upon starting disc 3, you can elect to simply go down the North Cave for the showdown with the big boss. However, that will deprive you of several intriguing side trips. The most rewarding is Chocobo breeding, which gives you special Chocobos for reaching inaccessible locations with invaluable treasures. For detailed instructions, talk to Chocobo Sage near Icicle and Chole at Chocobo Farm and take notes. To raise Sea Chocobo, mate a black Mountain & River Chocobo with a Seriously Great Chocobo. You can catch a Seriously Great Chocobo in the Icicle area. When you get the two Chocobos together, feed them a Zeio Nut.



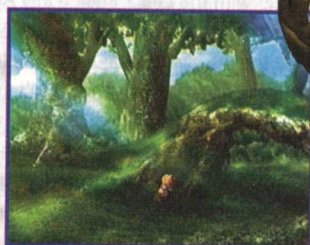
Visit and talk to the absent-minded Chocobo Sage often, and relay your knowledge to Chole back at Chocobo Farm. This gives you valuable insights.



You can obtain Zeio Nuts by defeating, stealing from, or using Morphing Materia on the goblins of Goblin Island (located northwest of Chocobo Farm).

CHOCOBO DESTINATIONS

Once you start getting special Chocobos, start checking out places you can hit. With a Mountain Chocobo you can reach the Ancient Forest (southeast of Cosmo) and find valuable items and weapons. A Mountain Chocobo can also get you into a cave on the west side of Utai for a great Materia. A River Chocobo can get you into the cave at the northwest tip of Mideel. The cave at North Corel requires at least a Mountain & River Chocobo. Finally, to pick up the most devastating of all spells, the Summon Spell, use a Sea Chocobo to reach Round Island at the northeast corner of the map. The Summon Spell is like a savage lynch mob and inflicts damage of around 100,000 HP.



In the Forest of the Ancients, use bugs, frogs, and stones to temporarily immobilize the flesh-eating plants. Be quick!

ULTIMA WEAPON

The flying weapon you first encountered at Mideel can be successfully fought and defeated. Just smash into it repeatedly with Highwind and chase it down. It will likely escape several times, but you should eventually be able to wear it down.



Keep chasing this beast because it gives up a very useful item when defeated.

NORTH CAVE

Once you're finished with the side trips, there's just one job left: North Cave. Keep heading down the hole until you come to the final showdown with your nemesis. The boss is tough, but if you've seen the horrors of

RUBY WEAPON

After beating Ultima Weapon, you should see two red poles sticking out of the sand in the desert surrounding Gold Saucer. Smack into the poles with Highwind, and be prepared to die. Ruby Weapon is even worse than Emerald Weapon

because

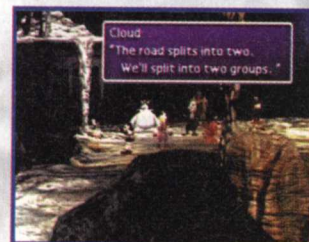
it kills one or two party members immediately. Furthermore, it can't be damaged until its two tusk-like appendages come out of the sand behind you.



The final boss requires you to split your party into three groups. You can switch groups when a boss's limb is killed.



Ruby Weapon is a disaster waiting to happen. Avoid it unless you're truly prepared.



When splitting up the party to check two forks, don't let Yuffie go alone. She keeps invaluable treasures to herself and many of them are irreplaceable.



Knights of the Round is a public lynch mob summon spell. Use it liberally on the boss.



Tactics Ogre

PlayStation

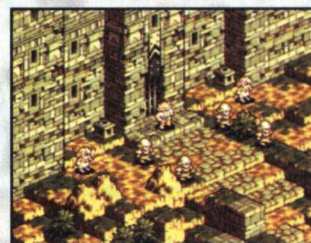
One of Japan's greatest sim RPGs is finally coming to America! Although Tactics Ogre is basically a sequel to Ogre Battle, the game system is entirely different—it's like Sega's Shining Force series on steroids.

Battles are fought on 3D maps by a huge variety of characters, including knights, archers, clerics, monsters, dragon tamers, and the undead—all of whom can conditionally change jobs. Characters must also be equipped with weapons, armor, and spe-



cial items. This is part of the strategy; as you assemble your teams you must outfit them appropriately to exploit the weaknesses of your enemies.

Tactics Ogre



The story follows a young warrior who becomes embroiled in a devastating war in which his own convictions and morals are frequently tested. Only you can decide whether to fight on the side of good or evil.

The multiple story paths and incredibly deep game system (thankfully supported by a tutorial) should offer armchair generals months of engrossing gameplay this winter.

—Nob Ogasawara

Developed by Quest/Artdink
Published by Atlus
Available December

80% COMPLETE



Quest 64

Nintendo 64

Hoping to beat Zelda to the shelves as the first role-playing game for the Nintendo 64, Quest 64 teleports gamers into a magical 3D environment filled with spells, riddles, and enemies.

You play as a young Spirit Tamer (Shan-jaque) who has the awesome ability to manipulate nature. Your world is in chaos; the book revealing the secrets of the Spirit Tamers has been stolen and only you can rescue your land from the impending evil. Along your journey you interact with hundreds of characters, seek adventure in three vast countries, and find two companions who will help you throughout the game.

Quest 64 looks promising and might just give Nintendo owners the enchanting RPG experience they've been waiting for.

—J. Boogie



QUEST 64



Developed by Imagineer
Published by T-HQ
Available First Quarter '98

50% COMPLETE

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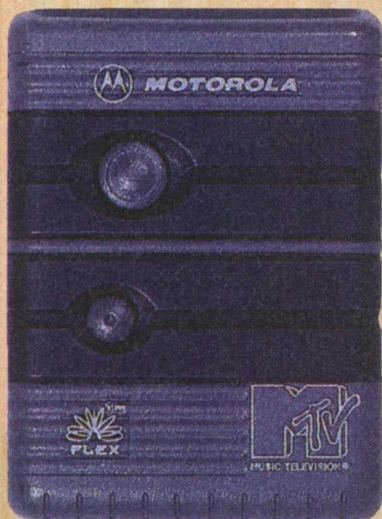
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Send to: PO Box 1211 Radio City Station New York, NY 10101.
Must be received by December 26, 1997.

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THE PAGE THAT'S THE RAGE!



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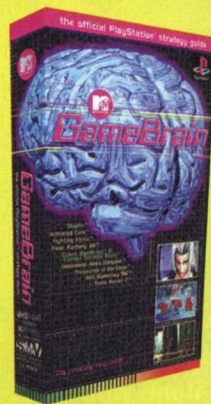
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MTV's GameBrain™, the official PlayStation™ strategy guide on home video

100 winners will be using exclusive tips and tricks from MTV's GameBrain to guide them on the road to virtual victory!

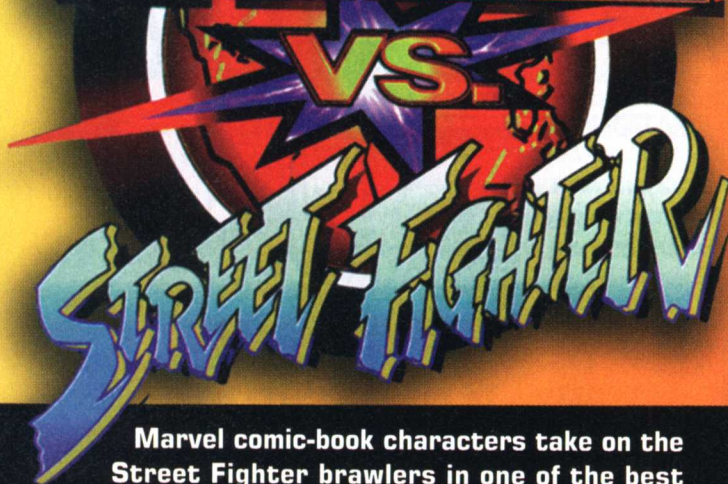


wants you to have all the right connections...



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MARVEL SUPER HEROES



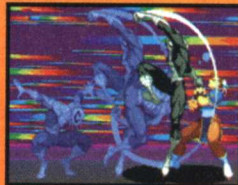
Marvel comic-book characters take on the Street Fighter brawlers in one of the best fighting games of the year! In this ProStrategy Guide, we'll give you all the special and super moves for the 17 regular characters and 6 hidden characters.

By Major Mike

(Special thanks to Johnny "U.S. Agent" Ballgame)

Basic Skills

Super Moves



As in X-Men vs. Street Fighter, each fighter has a Super Bar made up of three levels. You can increase your Super Bar by getting hit, hitting your opponent, and performing special moves. When the Super Bar reaches one of the three levels, you can perform a super move. The Super Bar maxes out at Level Three.

Team Skills

Lead-Off Switch



At the matchup screen before a fight, simultaneously press and hold (JP SP FP) or (SK FK RK) until the match starts in order to switch lead-off fighters.

Player Switch



To change characters during a fight, tap (FP RK).

Arcade

Legend of Special Techniques

(S)

Designates a special move that is also a sideline attack.

*

Designates a special move that can also be done while in the air.

Ryu



Special Moves

Fireball* (S)



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick*



Motion ↓ ↙ ← K

Super Moves

Shinkuu Hadou-Ken*



Motion ↓ ↘ → (SP FP)

Shin Shoryuu-Ken



Motion → ↓ ↘ (SP FP)

Shinkuu Tatsumaki Senpuu-Kyaku



Motion ↓ ↙ ← (FK RK)

Ken



Sideline Attack



Tap (SP FK) to let your partner briefly jump onscreen to do a special move.

Team Super Move



To combine powers with your partner and unleash a team super move, motion $\downarrow \rightarrow$ (FP RK). You can do a team super move only when your Super Bar is at Level Two or higher.

Counter Moves

Team Counter



When an opponent comes in for an attack and your character starts his blocking animation, motion $\leftarrow \downarrow$ (FP RK). If you do it correctly, you'll change partners and immediately be on the offensive. Team counters take one level off your Super Bar.

Parrying



If an opponent is relentlessly attacking, tap \rightarrow (JP SP FP) to deflect the attack and leave your opponent

The Controls



P = Any Punch
FP = Fierce Punch
JP = Jab Punch
SP = Strong Punch

K = Any Kick
FK = Forward Kick
RK = Roundhouse Kick
SK = Short Kick

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

momentarily open to an attack. Parrying doesn't drain your Super Bar.

Dash and Retreat

Dash

Tap \rightarrow , \rightarrow or (JP SP FP) to dash toward an opponent.

Retreat

Tap \leftarrow , \leftarrow to quickly step away from an opponent.

Super Jump



Tap \downarrow , \uparrow or (SK FK RK) to jump high in the air. Some characters have special and super moves that can also be done in the air.

Taunts



Press the Start button anytime during the fight to taunt an opponent. Dan and Evil Sakura can add to their Super Bar by taunting; Sakura, Evil Sakura, and Chun-Li can inflict damage with their taunts.

Special Moves

Fireball*



Motion $\downarrow \rightarrow \rightarrow$ P

Dragon Punch* (S)



Motion $\rightarrow \downarrow \rightarrow$ P

Hurricane Kick*



Motion $\downarrow \leftarrow \leftarrow$ K

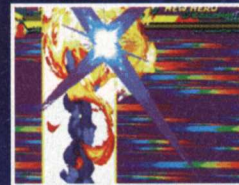
Super Moves

Shoryuu-Reppa



Motion $\rightarrow \downarrow \rightarrow$ (SP FP)

Shinryuu Ken



Motion $\rightarrow \downarrow \rightarrow$ (SK RK)

Shippuu Jinrai-Kyaku



Motion $\downarrow \leftarrow \leftarrow$ (FK RK)

Chun-Li



Special Moves

Fireball (S)



Motion $\leftarrow \leftarrow \downarrow \rightarrow \rightarrow$ P

Rising Spin Kick



Motion $\rightarrow \downarrow \rightarrow$ K

Rapid Kicks*



Tap any Kick rapidly

Flip Kick



Motion $\rightarrow \downarrow \rightarrow \leftarrow \leftarrow$ K

Super Moves

Hazan Tenshou-Kyaku



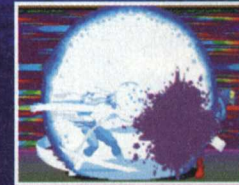
Motion $\rightarrow \downarrow \rightarrow$ (FK RK)

Senretsus Kyaku



Motion $\downarrow \rightarrow \rightarrow$ (FK RK)

Kikou-Shou



Motion $\downarrow \rightarrow \rightarrow$ (SP FP)

Sakura



Special Moves

Running Uppercut*



Motion ↓ ↘ → P

Rising Fireball*



Motion ↓ ↙ ← P

Hurricane Kick* (S)



Motion ↓ ↙ ← K

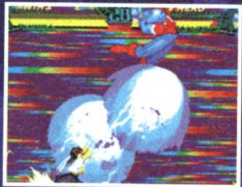
Super Moves

Midare Zakura



Motion ↓ ↘ → (SP FP)

Shinkuu Hado-Ken



Motion ↓ ↙ ← (SP FP)

Haru Ichiban



Motion ↓ ↙ ← (FK RK)

Zangief



Special Moves

Atomic Buster*



Rotate the joystick 360 degrees twice starting from any direction, and tap any Punch

Spinning Lariat* (S)



Tap (JP SP FP) or (SK FK RK)

Running Body Press



Motion ← ↙ ↓ ↘ → K

Glowing Backhand



Motion → ↓ ↘ P

Rising Grab



Motion → ↓ ↘ K

Elbow Drop



While in the air, tap (↓ SP)

Super Move

Final Atomic Blaster



Rotate the joystick 360 degrees twice starting from any direction, and tap (SP FP)

Akuma



Special Moves

Fireball*



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick* (S)



Motion ↓ ↙ ← K

Teleport



Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

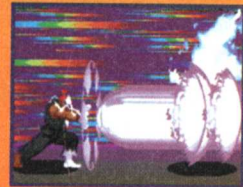
Diving Kick



While in the air, motion ↓ ↘ → K

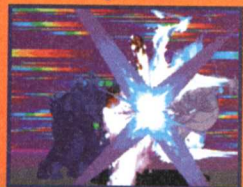
Super Moves

Messatsu Gou-Hado



Motion ↓ ↙ ← (SP FP)

Messatsu Gou-Shouryuu



Motion ↓ ↘ → (SP FP)

Tenma Gou-Zankuu



While in the air, motion ↓ ↘ → (SP FP)

Shun-Goku-Satsu



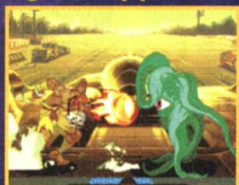
Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three.

Dhalsim



Special Moves

Yoga Fire* (S)



Motion ↓ ↘ → P



Special Moves

Fireball (S)



Motion ← ↓ ↓ ↘ → P

Electric Orb



Motion → ↘ ↓ ↓ ← P

Yoga Flame



Motion → ↘ ↓ ↓ ← P

Yoga Air Flame



Motion → ↘ ↓ ↓ ← K

Yoga Teleport



Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ (JP SP FP) or (SK FK RK)

Yoga Drill



While in the air, tap (↓ K) or (↓ FP)

Super Moves

Yoga Inferno*



Motion ↓ ↘ → (SP FP)

Yoga Strike



Motion ↓ ↘ → (FK RK)

M. Bison

Scissors Kick*



Motion ← ↓ ↓ ↘ → K

Demon Stomp*



Charge ↓ two seconds, tap (↑ K)

Fly*



Motion ↓ ↓ ← (FK RK)

Note: You cannot air block while flying; repeat the move to stop flying.

Teleport



Motion → ↓ ↘ (JP SP FP) or (SK FK RK)

Slide



Tap (↘ K)

Super Moves

Psycho Crusher*



Motion ↓ ↘ → (SP FP)

Dan



Special Moves

Bad Fireball (S)



Motion ↓ ↘ → P

Sorry Uppercut



Motion → ↓ ↘ P

Flurry Kick



Motion ↓ ↓ ← K

Autograph Attack



Motion ↓ ↘ → K

Extended Taunt



Motion ↓ ↘ → Start

Super Moves

Shinku Gadou-Ken



Motion ↓ ↘ → (SP FP)

Kouryuu Rekka



Motion ↓ ↘ → (FK RK)

Hisshou Burai-Ken



Motion ↓ ↓ ← (FK RK)

Super Taunt



Motion ↓ ↘ → ↓ ↓ ↘ Start

Scissors Kick Nightmare



Motion ↓ ↘ → (FK RK)

Cyclops



Special Moves

Optic Blast*



Motion ↓ ↘ → P

Optic Sweep



Motion → ↘ ↓ ↙ ← P

Gene Splice (S)



Motion → ↓ ↘ P

Note: If you connect, continue to tap Punch to chain the move into multiple hits.

Cyclone Kick



Motion ↓ ↙ ← K

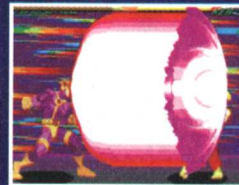
Running Tackle



Charge ← two seconds, tap (→ K)

Super Moves

Mega Optic Blast



Motion ↓ ↘ → (SP FP)

Super Optic Blast*



Motion → ↘ ↓ (SP FP)

Note: Move the joystick to control the blast.

Captain America



Special Moves

Shield Slash*



Motion ↓ ↘ → P

Stars & Stripes



Motion → ↓ ↘ P

Charging Star (S)



Motion ↓ ↘ → K

Super Moves

Final Justice



Motion ↓ ↘ → (SP FP)

Hyper Charging Star



Motion ↓ ↘ → (FK RK)

Hyper Stars & Stripes



Motion → ↓ ↘ (SP FP)

Spider-Man

Special Moves

Web Ball*



Motion ↓ ↘ → P

Spider Sting



Motion → ↓ ↘ P

Web Swing* (S)



Motion ↓ ↙ ← K

Web Throw



Motion → ↘ ↓ ↙ ← P

Wall Grab*



Jump toward a wall, then simultaneously pull the joystick in the opposite direction and press and hold any Punch or Kick.

Super Moves

Maximum Spider*



Motion ↓ ↘ → (SP FP)

Crawler Assault



Motion ↓ ↘ → (FK RK)



Wolverine

The Hulk

Special Moves

Grab and Throw



Motion → ↓ ↓ ↵ ← P

Ground Rip



Motion ↓ ↵ → P

Horizontal Gamma Charge (S)



Charge ← two seconds, tap (→ K)

Vertical Gamma Charge



Charge ↓ two seconds, tap (↑ K)

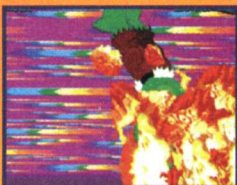
Super Moves

Gamma Wave



Motion ↓ ↵ → (SP FP)

Gamma Crush



Motion ↓ ↵ ← (SP FP)



Special Moves

Tornado Claw



Motion → ↓ ↵ P

Berserker Barrage (S)



Motion ↓ ↵ → P

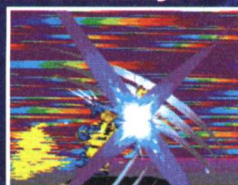
Drill Claw*



Tap (SP SK)

Super Moves

Berserker Barrage X



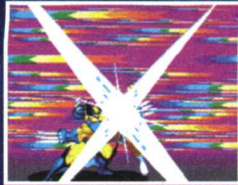
Motion ↓ ↵ → (SP FP)

Fatal Claw*



Motion → ↓ ↵ (FK RK)

Weapon X



Motion → ↓ ↵ (SP FP)



Berserker Rage



Motion ↓ ↵ ← (SP FP)

Omega Red

Life Bar Drain



After the Carbonadium Grab, tap P

Super Bar Drain



After the Carbonadium Grab, tap K

Omega Strike



Motion ↓ ↵ → K

Super Moves

Omega Destroyer



Motion ↓ ↵ → (SP FP)

Carbonadium Smash



While in the air, motion → ↓ ↵ (SP FP)

Special Moves

Carbonadium Grab*

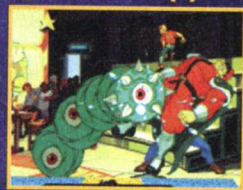


Motion ↓ ↵ → P

Shuma Gorath



Mystic Smash (S)



Charge ← two seconds, tap (→ K)

Devitalization



Motion → ↘ ↓ ↙ ← K

Stone Drop



While in the air, tap (↓ FK)

Special Moves

Mystic Stare*



Charge ← two seconds, tap (→ P)

Super Moves

Duplicator



Motion ↓ ↘ → (SK RK)

Chaos Dimension



Motion ↓ ↘ → (SP FP), then tap FP when close to an opponent

Note: The Super Bar must be at Level Three.

Hidden Characters



Enter the following codes at the fighter-select screen. Remember to hold the Start button while entering the entire code.

Note: These codes are the same for both players, except Player One should use the Player One Start button and Player Two should use the Player Two Start button.

Black-and-White Spider-Man

Press and hold Start and put the cursor on Ryu. While holding Start, press and hold Down on the joystick so the cursor is on Spider-Man. Hold Down on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab Punch and Fierce Punch to make Black-and-White Spider-Man appear.

Super Moves

Crawler Assault

Motion ↓ ↘ → (FK RK)

Maximum Spider*



Motion ↓ ↘ → (SP FP)

Blackheart

Special Moves

Dark Thunder (S)



Motion ← ↙ ↓ ↘ → P

Inferno



Motion → ↘ ↓ ↙ ← P

Super Moves

Judgment Day



Motion ↓ ↙ ← (SP FP)

Heart of Darkness



Motion ↓ ↘ → (FK RK)

Armageddon



Motion ↓ ↘ → (SP FP)



Special Moves

Web Ball*

Motion ↓ ↘ → P

Spider Sting

Motion → ↓ ↘ P

Web Swing* (S)

Motion ↓ ↙ ← K

Web Throw

Motion → ↘ ↓ ↙ ← P

Wall Grab*

Jump toward a wall, then simultaneously pull the joystick in the opposite direction and press and hold any Punch or Kick button.



Evil Sakura

Press and hold Start and put the cursor on Wolverine. While holding Start, press and hold Right on the joystick so the cursor is on the Hulk. Hold Right on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab Punch and Fierce Punch to make Evil Sakura appear.

Special Moves

Running Uppercut*

Motion → ↓ ↘ P

Fireball*

Motion ↓ ↘ → P

Hurricane Kick* (S)

Motion ↓ ↙ ← K

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK)

Super Moves

Shinkuu Hadou-Ken*

Motion ↓ ↘ → (SP FP)

Sakura Fury

Motion ↓ ↘ → (FK RK)

Haru Ichiban

Motion ↓ ↙ ← (FK RK)



Raging Sakura Demon



Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three.

Evil Zangief

Press and hold Start and put the cursor on Blackheart. While holding Start, press and hold Left on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab Punch and Fierce Punch to make Evil Zangief appear.

Special Moves

Flamethrower

Motion ← ↙ ← ↘ → P

Atomic Buster*

Rotate the joystick 360 degrees twice starting from any direction, and tap any Punch button.

Spinning Lariat* (S)

Tap (JP SP FP), or (SK FK RK)

Running Body Press

Motion ← ↙ ↓ ↘ → K

Rising Grab

Motion → ↓ ↘ K

Elbow Drop

While in the air, tap (↓ SP)



Super Moves

Final Atomic Blaster

Rotate the joystick 360 degrees twice starting from any direction, and tap (SP FP)

Rising Spinning Lariat

Rotate the joystick 360 degrees twice starting from any direction, and tap (FK RK)

Mephisto

Press and hold Start and put the cursor on the Hulk. While holding Start, press and hold Down on the joystick so the cursor is on Omega Red. Hold Down on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to make Mephisto appear.

Special Moves

Dark Thunder (S)

Motion ← ↙ ↓ ↘ → P

Inferno

Motion → ↘ ↓ ↙ ← P

Super Moves

Judgment Day

Motion ↓ ↙ ← (SP FP)

Heart of Darkness

Motion ↓ ↘ → (FK RK)



Armageddon



Motion ↓ ↘ → (SP FP)

Shadow

Press and hold Start and put the cursor on Chun-Li. While holding Start, press and hold Up on the joystick so the cursor is on Dhal-sim. Hold Up on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab Punch and Fierce Punch to make Shadow appear.



Special Moves

Sonic Boom

Charge ← two seconds, tap (→ P)

Flash Kick

Charge ↓ two seconds, tap (↑ K)

Blade Slice

While in the air, motion ↑ ↗ → K

Super Moves

Sonic Blade

Motion ↓ ↘ → (SP FP)

Crossfire Blitz

Motion ↓ ↘ → (FK RK)

Somersault Justice

Motion ↓ ↙ ← (FK RK)

Final Mission



Charge ← two seconds, tap →, ←, (→ SP FP)

Note: Your Super Bar must be at Level Three.

U.S. Agent

Press and hold Start and put the cursor on Akuma. While holding Start, press and hold Up on the joystick so the cursor is on Bison. Hold Up on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab Punch and Fierce Punch to make U.S. Agent appear.



Special Moves

Shield Slash*

Motion ↓ ↘ → P

Stars & Stripes

Motion → ↓ ↘ P

Charging Star (S)

Motion ↓ ↘ → K

Hyper Charging Star



Motion ↓ ↘ → (FK RK)

Hyper Stars & Stripes



Motion → ↓ ↘ (SP FP)

Super Moves

Final Justice

Motion ↓ ↘ → (SP FP)

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES



In this final installment of our guide to Street Fighter EX Plus, we give you a complete breakdown of the special moves, super moves, and combos for the remaining fighters in the game.

By Bruised Lee



m. bison

special moves

Psycho Crusher

Charge ← two seconds, tap (→ P)

Flip Kicks

Charge ← two seconds, tap (→ K)

Psycho Bomb

Charge ↓ two seconds, tap (↑ K), P

Shoulder Grab

When in close, tap (→ SP) or (← SP)

Leg Grab

When in close, tap (→ FK) or (← FK)

Super Moves

Psycho Doom

Charge ← two seconds, tap →, ←, (→ P)

Super Flip Kick

Charge ← two seconds, tap →, ←, (→ K)

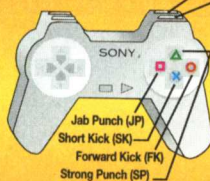
Killer Combo

Ten-Hit Super Flip-Kick Combo

Note: Your Super Bar must be at Level One.

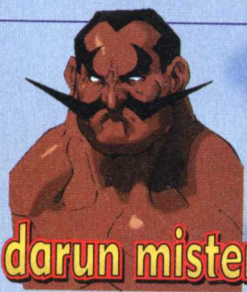
Jump in deep, tap FP, hold ↓, tap FP, →, ←, (→ RK)

Controller Legend



- Roundhouse Kick (RK)
- Fierce Punch (FP)
- K = Any Kick button
- P = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.



darun mister

special moves

Forearm Punch

Motion → ↓ ↓ P

Flying DDT

Motion → ↓ ↓ K

Pile Driver

When in close, rotate the joypad 360 degrees once starting from any direction, and tap P

Belly Launch

When in close, rotate the joypad 360 degrees once starting from any direction, and tap K

Counter Throw

Motion ← ↓ ↓ P

Reverse Grab

When in close, tap (→ SP) or (← SP)

Back Drop

When in close, tap (→ FK) or (← FK)

Super Moves

Spinning Forearm

Motion ↓ ↓ ↓ ↓ ↓ P

Super Belly Launch

Motion ↓ ↓ ↓ ↓ ↓ K

Super Pile Driver

When in close, rotate the joypad 360 degrees twice starting from any direction, and tap P

Killer Combos

Eight-Hit Super Forearm Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap FP, SP, motion → ↓ ↓ JP, motion ↓ ↓ ↓ ↓ ↓ JP

Ten-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, SP, motion → ↓ ↓ JP, motion ↓ ↓ ↓ ↓ ↓ JP, motion ↓ ↓ ↓ ↓ ↓ FK, tap JP, RK

dhalsim

special moves

Yoga Fire

Motion ↓ ↓ ↓ P

Yoga Flame

Motion ↓ ↓ ← P

Yoga Air Flame

Motion ↓ ↓ ← K

Yoga Pounce

When in close, tap (→ SP) or (← SP)

Neck Grab

When in close, tap (→ FK) or (← FK)

Spinning

Head Torpedo

While in the air, tap (↓ P)

Spinning

Feet Torpedo

While in the air, tap (↓ K)

Super Moves

Super Yoga Flame

Motion ↓ ↓ ↓ ↓ ↓ P

Super Torpedo

Motion ↓ ↓ ↓ ↓ ↓ K

Rising Air Combo

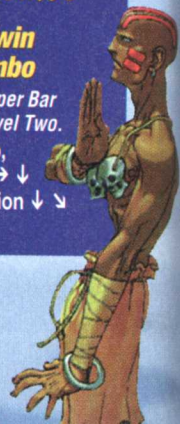
Motion ↓ ↓ ↓ ↓ ↓ K

Killer Combo

Nine-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, motion ↓ ↓ ↓ ↓ ↓ RK, motion ↓ ↓ ↓ ↓ ↓ JP



Fireball



Motion ↓ ↘ → P

Uppercut



Motion → ↓ ↘ P

Hurricane Kick



Motion ↓ ↙ ← K

Neck Grab



When in close, tap (→ SP) or (← SP)

Kickoff Grab



When in close, tap (→ FK) or (← FK)

Three-Hit Fireball Combo



Jump in deep, tap SP



Tap (↓ FP), two-in-one

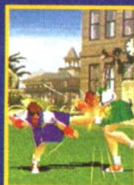


Motion ↘ → FP

Three-Hit Hurricane Combo



Jump in deep, tap RK



Tap (↓ FK), two-in-one



Motion ↙ ← FK

Four-Hit Cross-Up Combo



Cross-up, tap SK



Tap (↓ JP)



Tap JP



Motion → ↓ ↘ JP

Ten-Hit Super Rising-Uppercut Combo

Note: Your Super Bar must be at Level One.



Jump in deep, tap SP



Tap (↓ FP), two-in-one



Motion ↘ → FP



Motion ↓ ↘ → ↘ RK for seven hits

Four-Hit Stun Combo

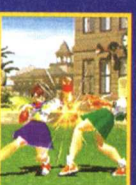
Note: Your Super Bar must be at Level One.



When in close, tap (JP SK)



Jump in deep, tap SP

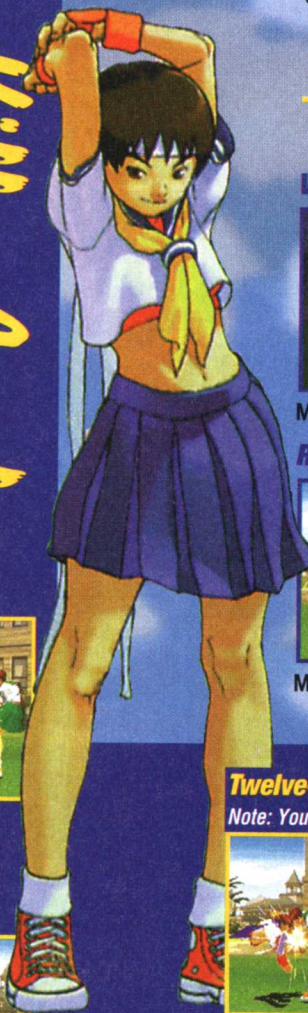


Tap (↓ FP), two-in-one



Motion ↘ → FP

Killer Combos



Super Moves

Vacuum Fireball



Motion ↓ ↘ ↓ ↓ ↘ → P

Spinning Kick Fury



Motion ↓ ↙ ← ↓ ↙ ← K

Rising Uppercut Wave



Motion ↓ ↘ ↓ ↓ ↘ → K

Lights Out



Tap JP, JP, →, SK, FP

Twelve-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.



Jump in deep, tap FP



Tap (↓ FK), two-in-one



Motion ↙ ← ↓ ↙ ← FK for five hits



Motion ↓ ↘ → ↓ ↘ → SP for five hits

Fourteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three.



Jump in deep, tap FP



Tap (↓ FK), two-in-one



Motion ↙ ← ↓ ↙ ← FK for five hits



Motion ↓ ↘ → ↓ ↘ → FK for two hits



Motion ↓ ↘ → ↓ ↘ → SP for five hits

akuma

THE FIGHTER'S EDGE

special moves

Super Moves

Vacuum Fireball



Motion ↓ ↘ ← ↓ ↘ ← P, or while in the air, motion ↓ ↘ ↓ ↘ → P

Total Destruction



Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three.

Rising Uppercut



Motion ↓ ↘ → ↓ ↘ → P

Fireball



Motion ↓ ↘ → P
Note: This move can be done in the air.

Knockdown Fireball



Motion → ↘ ↓ ↘ ← ← P

Rising Spin Kick



Motion ↓ ↘ ← K
Note: This move can be chained for up to five hits.

Flip Grab



When in close, tap (→ FK) or (← FK)

Teleport



Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↘ (JP SP FP) or (SK FK RK)

Shoulder Grab



When in close, tap (→ SP) or (← SP)

Roll



Motion ↓ ↘ ← P

Uppercut



Motion → ↓ ↘ P

Dive Kick



While in the air, tap (↘ FK)

Killer Combos

Six-Hit Rising Spin-Kick Combo



Tap (↓ FK), two-in-one



Motion ↘ ← SK



Motion ↓ ↘ ← SK twice for two hits



Motion ↓ ↘ ← SK twice for two hits

Three-Hit Fireball Combo



Jump in deep, tap RK



Tap (↓ SP), two-in-one



Motion ↘ → SP

Eighteen-Hit Twin Super Combo



Jump in deep, tap FK



Tap (↓ SP), two-in-one



Motion ↘ → SP



Motion ↓ ↘ ← ↘ ← SP for five hits



Motion ↓ ↘ → ↘ → SP for five hits



Motion ↓ ↘ → ↘ → SP for five hits

Five-Hit Stun Combo

Note: Your Super Bar must be at Level One.



When in close, tap (JP SK)



Jump in, motion ↓ ↘ → JP



While still in the air, tap (↘ FK)



Tap (↓ FK), two-in-one



Motion ↘ → SP

Ten-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.



Jump in deep, tap RK



Tap (↓ SP), two-in-one



Motion ↘ → SP



Motion ↓ ↘ → ↘ → SP for two hits



Motion ↓ ↘ → ↘ → SP for five hits

special moves

Motion ↓ ↘ →
↓ ↘ → SP for
five hits

allen snider

special moves

Super Moves

Vacuum Fireball



Motion ↓ ↘ → ↓ ↘ → P

Snap Kick Fury



Motion ↓ ↘ → ↓ ↘ → K

Fireball



Motion ↓ ↘ → P

Uppercut



Motion → ↓ ↘ P

Charging Punch



Motion ← ↓ ↘ P

Spinning Roundhouse



Tap (→ FK)

Punching Grab Combo



When in close, tap (→ SP) or (← SP)

Rising Kick Grab



Motion → ↘ ↓ ↘ ← K

Two-Hit Takedown Combo



Jump in deep, tap FP



Tap (↓ RK)

Three-Hit Charging Punch Combo



Jump in deep, tap FP



Tap (↓ FK)



Motion ← ↓ ↘ FP

Three-Hit Fireball Combo



Jump in deep, tap RK



Tap (↓ SP), two-in-one



Motion ↘ → SP

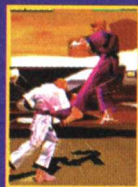
Five-Hit Uppercut Combo



Jump in deep, tap RK



Tap SP



Motion → ↓ ↘ FP for three hits



Killer Combos

Eight-Hit Cross-Up Combo

Note: Your Super Bar must be at Level One.



Cross-up, tap FK



Tap (↓ SP), two-in-one



Motion ↓ ↘ SP



Motion ↓ ↘ ↓ ↘ → SP for five hits

Seven-Hit Stun Combo

Note: Your Super Bar must be at Level Two.



When in close, tap (JP SK)



Jump in deep, tap FK



Tap (↓ SP), two-in-one



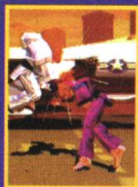
Motion ↘ → SP



Motion ↓ ↘ ↓ ↘ → FK for three hits

Eleven-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.



Jump in deep, tap SP



Tap (↓ SP), two-in-one



Motion ↘ → SP



Motion ↘ → ↓ ↘ → SP for five hits



Motion ↓ ↘ ↓ ↘ → FK for three hits

special moves

THE FIGHTER'S EDGE

garuda

Thorn Spin



Motion → ↓ ↘ P

Dive Stab



Motion ← ↓ ↙ P

Twin Stab



Motion ↓ ↘ → P

Shoulder Pads



Motion → ↓ ↘ K

Head Spin



Motion ← ↙ ↓ ↘ → K

Teleport



Motion → ↓ ↘ (JP SP FP)

Spike Grab



When in close, tap (→ SP) or (← SP)

Kick-Up Grab

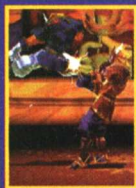


When in close, tap (→ FK) or (← FK)



Killer Combos

Ten-Hit Cross-Up Combo



Cross-up, tap FK



Tap (↙ SK), two-in-one



Motion ↓ ↘ → SK for eight hits

Two-Hit Takedown Combo



Jump in deep, tap FP



Tap (↓ RK)

Nine-Hit Thorn-Spin Combo



Jump in deep, tap FP



Tap JP



Tap JP



Motion → ↓ ↘ SP for six hits



Jump in deep, tap FP



Tap JP



Motion ↓ ↙ ← ↓ ↙ ← FP for two hits



Motion ↓ ↘ → ↓ ↘ → FP for seven hits



Motion ↓ ↙ ← ↓ ↙ ← FP for five hits

Ten-Hit Twin Stab Combo



Jump in deep, tap RK



Tap (↓ FP), two-in-one



Motion ↘ → SK for eight hits

Fifteen-Hit Stun Combo



When in close, tap (JP SK)



Jump in deep, tap FP



Tap JP



Tap JP



Motion → ↓ ↘ SP for six hits



Motion ↓ ↙ ← ↓ ↙ ← SP for five hits

Super Moves

Top Spin



Motion ↓ ↙ ← ↓ ↙ ← P

Note: This move can be done in the air.

Uppercut Spikes



Motion ↓ ↘ → ↓ ↘ → P

Sixteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three.

blair dame

THE FIGHTER'S EDGE

Super Moves

Super Punch Combo



Motion ↓ ↘ → ↓ ↘ → P

Super Kick Combo



Motion ↓ ↘ → ↓ ↘ → K

special moves

Double Punch



Motion ↓ ↘ → P

Side Kick



Tap (→ FK)

Stab Punch



Tap (→ SP)

Shoulder Grab



When in close, tap (→ SP) or (← SP)

Knee-Thrust Grab



When in close, tap (→ FK) or (← FK)

Kick Fury



Motion ↓ ↘ ← K
Note: This move can be chained for up to three hits.

Three-Hit Cross-Up Combo



Cross-up, tap FK



Tap (↓ SK), two-in-one



Motion ↘ → SK

Knee Thrust



Motion → ↓ ↘ K

Slide Takedown

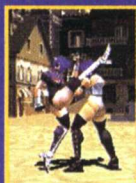


Motion ↓ ↘ → K



Nineteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three.



Jump in deep, tap RK



Tap (↓ SK), two-in-one



Motion ↘ ← SK, for three hits



Motion ↓ ↘ ← SK



Motion ↓ ↘ → ↓ ↘ → FK, for four hits



Motion ↓ ↘ → ↓ ↘ → SP, for five hits



Motion ↓ ↘ → ↓ ↘ → FK, for four hits

Five-Hit Knee-Thrust Combo



Jump in deep, tap FP



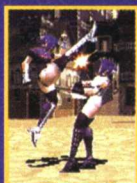
Tap (↓ SK)



Tap (↓ SK)



Motion → ↓ ↘ RK for two hits



Jump in deep, tap RK



Tap (↓ FP)

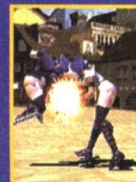


Tap → ↓ ↘ FP for two hits



Motion ↓ ↘ → ↓ ↘ → FK for five hits

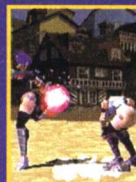
Two-Hit Takedown Comb



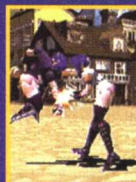
Jump in deep, tap FP



Tap (↓ RK)



When in close, tap (JP SK)



Jump in deep, tap FP



Tap (↓ SK), two-in-one



Motion ↘ ← SK for three hits



Motion ↓ ↘ ← SK



Motion ↓ ↘ ← SK

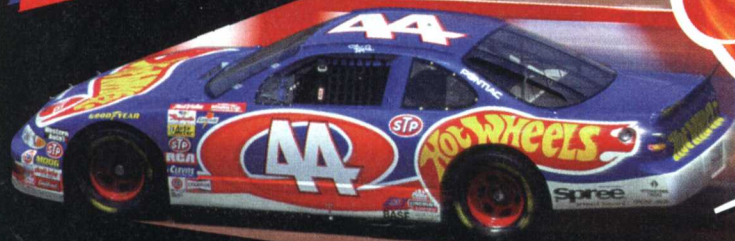


Motion ↓ ↘ → ↓ ↘ → SK for four hits

Twelve-Hit Stun Combo

Note: Your Super Bar must be at Level Two.

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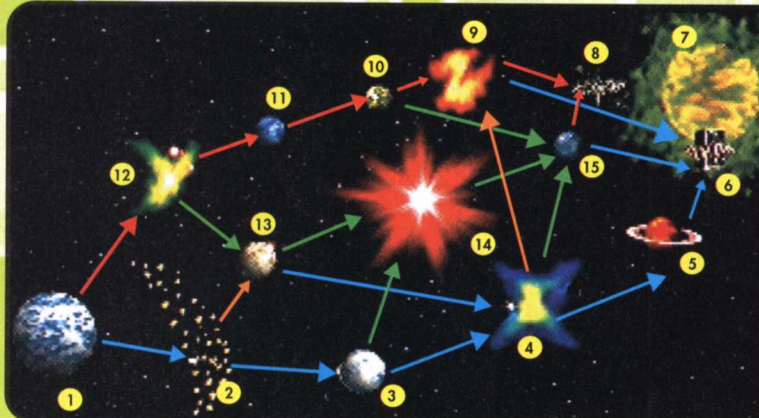


**HW-101
and HW-201
Pedals Included.**

STARFOX 64

Fox McCloud and his wingmen are back! This strategy guide reveals the secret areas, the alternate skill routes, and how to defeat the bosses.

By Major Mike with special thanks to Captain Ken Ogasawara



Key to Missions

- | | |
|------------|-------------|
| 1 Corneria | 8 Area 6 |
| 2 Meteo | 9 Sector Z |
| 3 Fortuna | 10 Zoness |
| 4 Sector X | 11 Aquas |
| 5 Titania | 12 Sector Y |
| 6 Bolse | 13 Katina |
| 7 Venom | 14 Solar |
| | 15 Macbeth |

Route Key

- Blue:** Easy route
Green: Intermediate route
Red: Advanced route
Orange: Secret route

FLIGHT SCHOOL

Medals



Medal requirements indicate the minimum number of enemies you must shoot down in a given mission to earn a medal. You must also have all your wingmen intact at the end of the mission. If you receive a medal for every mission, you can play the Expert mode.

Laser Lock

Press and hold the laser button to laser lock onto a target. When you're locked on, the target cursor turns red and the laser follows the target. Release the laser button to fire the laser blast. The farther you are from a target, the longer it takes to lock on. You cannot lock onto bosses.

Rapid-Fire Laser Blasts

Locking onto a target almost always ensures a hit, but shots travel slowly. Rapid-fire laser blasts cover twice the distance in half the time, but lack precision. You also risk hitting your wingmen. Just tap the laser button rapidly for rapid-fire laser blasts.

Bombs

You can lock bombs onto enemy targets! Simply laser lock onto a target, then press the bomb button instead of the laser button. Bombs can also be detonated at will by pressing the bomb button while a bomb's in flight.

Enemy Formations

When enemies attack in formation, lock your laser onto the ship in the middle to take out the group with one shot.

Barrel Roll

Tap L or Z twice to roll your ship. When you're attacked, roll to take half-damage. Rolls are essential in tough dog-fights against the Star Wolf squadron.



U-Turn

To rocket 180 degrees in the opposite direction, simultaneously press Down on the analog stick and the Brake button. This works only in some stages.

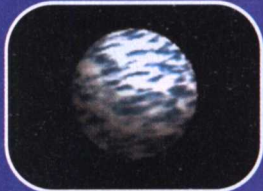
Loop

To perform a 360-degree vertical loop, simultaneously press Down on the analog stick and the Turbo button.

Logo Fun

At the title screen, you can move the "64" around with the analog stick.

MISSION: Corneria



Easy Route: Meteo
Advanced Route: Sector Y
Medal Requirements: 150 kills
Assault Craft: Arwing



To reach Sector Y, Falco must be alive at the end of the mission and you must fly under the stone archways on the water after the city.



When Falco is attacked right after the checkpoint, help him; otherwise, he'll be shot down.



If Falco's safe, and you flew under the archways, he'll lead you through a waterfall to a different boss, the Attack Carrier, and take you to Sector Y.

EASY BOSS: Kuten



Destroying this boss is a snap. On the first pass, keep shooting one of its legs until it falls over. Then use rapid-fire laser blasts on the next pass to destroy it. You can also stock up on power-ups by flying through Kuten's legs as it walks. Next mission: Meteo.

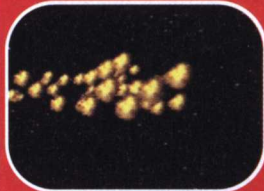
ADVANCED BOSS: Attack Carrier



The Attack Carrier is harder to defeat than Kuten. Shoot the three side ports (two on the left and one on the right) when they open. Once the ports are destroyed, the main ship is vulnerable to attack. Rapid-fire laser blasts should do the trick. Sector Y's next.



MISSION: Meteo



Easy Route: Fortuna
Secret Route: Katina
Medal Requirements: 200 kills
Assault Craft: Arwing

Power-Up Triggers



Fly through the three meteor rings at the start of the stage and a laser power-up appears at the end.



After the first tunnel, there are four meteors clumped together in a ring. Fly through the ring and a laser power-up appears under the big meteor ahead.

Secret Area



After the checkpoint, you see five blue rings. Fly through all the blue rings and you enter a

secret area filled with power-ups. The secret area also leads to Katina.



BOSS: Meteor Crusher



Attack Meteor Crusher in three stages. First, shoot the four yellow triangles as they are exposed by the rotating shield. Don't hit the shield because it absorbs your laser blasts and fires them back. Second, shoot the exposed yellow square in the center of the ship, then dodge the electric blast. Third, the ship turns around and reveals two more yellow targets. To dodge the ring lasers the Meteor Crusher fires, turbo forward.

Medal Mettle

Getting a medal by shooting through Meteo alone is difficult. However, you can score the necessary 200 kills by blasting as many targets as you can and then going to the secret area. The secret area has plenty of targets, and your score here will be added to your score from Meteo.

MISSION: Fortuna



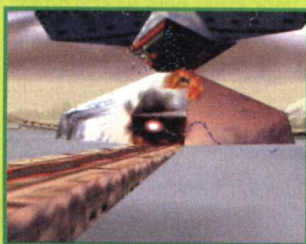
Easy Route: Sector X
Intermediate Route: Solar
Medal Requirements: 50 kills
Assault Craft: Arwing

BOSS: Star Wolf Squadron



Your first real dogfight! The first part of this mission requires you to sweep the area of enemy ships. The second part is a timed battle against the Star Wolf squadron—your team's doppelgangers. The key to survival is to protect your team members. When one of the Wolf squadron ships gets on your tail, repeatedly perform barrel rolls, then loop behind it. Once on its tail, use rapid-fire laser blasts to knock 'em down. Lock-ons take too long and do too little damage; however, they're great for knocking a Wolf squad member off someone else's tail.

Seconds Out



If you need power-ups, shoot the mounted lasers at the area's

perimeter. If you take too long to shoot down the Star Wolf squadron, a timer will start counting down. If you shoot down the squadron within that time, you advance to Solar. If not, you're off to Sector X, and what's left of the Star Wolf squadron escapes to fight you again later in the game.

MISSION: Sector X



Easy Route: Titania
Intermediate Route: Macbeth
Secret Route: Sector Z
Medal Requirements: 200 kills
Assault Craft: Arwing



If you arrive at Sector X from Katina, a pilot from that mission helps you here. Proximity mines debut in Sector X. These floating booby traps detonate when you fly near them and inflict massive damage. Spot the mines from a distance, then use a bomb to clear them out. If one detonates near you, pull a barrel roll as the shock wave hits to reduce damage. If you're lucky, you can avoid damage by flying at the edges of the screen.

Secret Area



After the checkpoint, the path branches to the left and to the right. Take the left route and shoot the four panels with the square designs. Blast the doors repeatedly to open them (they change from gray to red). If you open all the doors and fly through them, you'll enter a secret area that leads to Sector Z.

BOSS: HVC-9



HVC-9 has one vulnerable spot—its head. It attacks with laser eye beams, and then swats you with its left and right hands. After you think you've finished it off, HVC-9 springs back to life and attacks by throwing giant objects. Its vulnerable spot is still the same, so keep blasting its head. Fight HVC-9 too long and Slippy attacks, only to be swatted away. If this happens, you go the Easy Route to Titania. Destroy the boss before that and it's the Intermediate Route to Macbeth.

MISSION: Titania



Easy Route: Bolse
Medal Requirements: 150 kills
Assault Craft: Landmaster

Rescue Slippy



Slippy went exploring on Titania and disappeared. Unfortunately, you have to find him. Collect power-ups by shooting the chained mines. Cautiously approach power-ups next to the stone columns; the columns fall on you if you try to grab the power-ups, so control your speed.

BOSS: Gorath



Shoot Slippy to awaken the monster, Gorath, under the sand. When Gorath rises, shoot its hands. As Gorath turns around to hit you with its tail, hover over it.



Shoot off Gorath's arms to free Slippy, then destroy the hand that held him. Fire at Gorath's heart next. Gorath's most powerful attack is a laser blast from its mouth. Roll to either side to avoid it. If you take too long to destroy Gorath, it collects its limbs and you must destroy each one again.

MISSION: Bolse



Easy Route: Venom
Medal Requirements: 150 kills
Assault Craft: Arwing



Blast the tops of the towers along the outer perimeter to drop the electric barrier. A gravitational field pulls you clockwise, so you get only a few shots with each pass. The easiest way is to shoot a lock-on laser and follow with rapid-fire laser blasts during a pass. The twin guns at the base of each tower contain power-ups. When the barrier drops, enemy ships fly out of the core.

BOSS: Star Wolf Squadron



The Star Wolf squadron (or what's left of it from Fortuna) returns! To defeat them, use the same tactics from the Fortuna assault (if this is your first time against the squadron, read the Fortuna mission info). Once the Wolf squadron's defeated, shoot the small yellow squares on the tower in the center. However, each square is now replaced by a rapid-fire laser. Fly toward the tower, fire as fast as you can, then pull away.

Final MISSION: Venom

Medal Requirements: 200 kills
Assault Craft: Arwing

Note: The following scenario applies only if you arrive via the Easy Route.

BOSS: Stone Runner



After flying across the planet's surface, you meet the stone giant. It runs down a narrow hallway ahead of you, pulling stone obstacles into your path. Shoot the giant anywhere except its head. But when its head turns red,

shoot it. Rapid-fire laser blasts work best. After blasting the head, target the red oval on its back and knock it down.



FINAL BOSS: Easy Andross



When you reach Andross, shoot its eyes with rapid-fire laser blasts until it recoils and holds up a hand. Blast the middle of the hand until it's lowered, then keep shooting the eyes. Keep up this barrage so the boss can't retaliate. After you destroy its hands, shoot its eyes until its face explodes.



But what if Andross retaliates? When Andross fires lightning from its finger, retreat to the opposite upper corner of the screen. When it inhales, hit the brake and move to the extreme right or left. If you're caught, Andross takes you into its mouth, chews you up, and spits you out. Massive damage results! If you avoid the big suck, shoot what it spits out—there may be power-ups.

Andross-oid?



Andross is really a robot, and is easy to beat—just shoot its eyes. Do it fast because this robot likes to lunge forward and chomp on your ship!

MISSION: Sector Y



Intermediate Route: Katina
Advanced Route: Aquas
Medal Requirements: 150 kills
Assault Craft: Arwing



To reach the Aquas mission, you need to shoot down at least 100 enemies. If you reach the stage bosses with 85 kills, don't worry: Downing the bosses yourself bumps up your score to over 100.

BOSS: Sarudesu II



Three flying mech bosses conclude this stage. Spotting them

from a distance is difficult, so use their laser blasts to pinpoint them. The first two mechs take little effort, but the last one's tougher. To defeat all three bosses, turbo toward them and attack with rapid-fire laser blasts.



MISSION: Aquas



Advanced Route: Zoness
Medal Requirement: 150 kills
Assault Craft: Submarine

Breaking the Waves



You have unlimited bombs, so fire away! To pass this mission with ease, simultaneously tap both the laser and bomb buttons rapidly throughout the mission.



The biggest menaces are the starfish. If they get too close,

they explode like proximity mines, inflict massive damage, and bounce you off nearby structures for even more hits. Use lock-on bombs against the starfish.

BOSS: Giant Clam



Attack the barnacles on top of the clam, then focus on the two pillars in its mouth. At this point, the clam's only attacks are giant pearls fired from its mouth, which are easily avoided.



The last target is the clam's eye, which is in its mouth. Aim at the eye and flail on the bomb and laser buttons to turn this clam into chowder.

MISSION: Zoness



Intermediate Route: Macbeth
Advanced Route: Sector Z
Medal Requirement: 250 kills
Assault Craft: Arwing

Meet Cat



To reach Sector Z, shoot out all the searchlights on the water. If you miss one, the remaining lights' beams change from white to orange. During this mission, guest pilot Cat flies in and helps you destroy the searchlights.

BOSS: Iron Ship



Several floating barrels mark the entrance of this boss. Shoot the barrels before they explode into a vertical pillar of fire. The boss launches a ball and chain after it surfaces. Dodge the ball. Stock up on bombs by shooting the cannonballs fired from the boss's two side cannons. Also keep an eye open for more floating barrels.



Fire bombs at the two smokestacks flanking the ball and chain. Once those are gone, shoot bombs at one of the side cannons to blow it off the ship. The ship turns around and lowers its crane to retrieve the cannon. Bomb the crane three times to destroy it, then blast the other can-

non. Once both side cannons are gone, the ship's center is vulnerable. Weave up and down, blasting away until the boss is destroyed.

MISSION: Sector Z



Easy Route: Bolse
Advanced Route: Area 6
Medal Requirement: 100 kills
Assault Craft: Arwing

Missile Attack!



To reach Area 6, destroy all missiles that attack the Great Fox. Fail, and you're off to Bolse. Missile attacks come in three waves and always from the bottom of the radar screen. One missile's in the first wave, two are in the second, and three are in the third. If you arrived here through Zoness, Cat will help you shoot down the missiles.

Medal Blues



This is one of the hardest stages to get a medal in, and the biggest obstacles, oddly enough, are your wingmen!

To rack up the required kills, you must destroy all missiles yourself. However, your friends also try to shoot them down. To keep your wingmen busy, ignore their pleas for help when they're attacked (when was the last time they bailed you out?).

The enemy ships on this level are very slow, so there's a slim chance any wingmen can be shot down. To keep Cat from "helping" you (you can't shoot her down), enter this mission from Sector X. You can also score extra kill points by shooting the various pieces of junk floating around the perimeter.

MISSION: Area 6



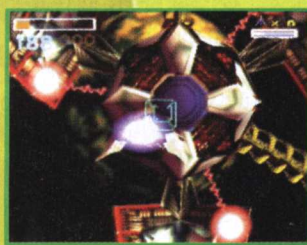
Advanced Route: Venom
Medal Requirements: 300 kills
Assault Craft: Arwing

Scramble!



You can score big points in this area. To shoot down a huge flagship, destroy the bridge on top. To down a giant dish satellite, hit it with rapid-fire laser blasts. Be sure to answer ROB64's calls—he provides essential assistance here. You're swarmed by enemy ships from the start, so be sure to power up your lasers and keep doing barrel rolls to reduce damage.

BOSS: Venom



When Venom opens its shield doors, shoot the three glowing balls, then blast the core until the doors close. Fire at the mechanical hands and defend yourself from the incoming missiles (some of these reveal power-ups). After you blast the second set of balls, the doors open and the core starts charging. Beware: Venom's readying its giant laser! Do barrel rolls and move clockwise around the edge of the screen to avoid the laser. Venom's attack pattern repeats, so keep blasting the core until it's destroyed.

MISSION: Katina



Easy Route: Sector X
Intermediate Route: Solar
Medal Requirements: 150 kills
Assault Craft: Arwing

ID64



In this mission you join forces with another squadron that's hard to distinguish from the enemy ships, so use rapid-fire

laser blasts with caution. The bad guys don't have visible rear thrusters.

BOSS: Reactor Core



When the Great Dish mothership opens its four docking ports to launch more enemy ships, shoot the ports. These launch ports are vulnerable only when they're open. After a while, a one-minute timer counts down.



Before time runs out, you must destroy the exposed core on the bottom of the mothership. Succeed, and you're off to Solar; fail and say hello to Sector X.

MISSION: Solar



Intermediate Route: Macbeth
Medal Requirements: 100 kills
Assault Craft: Arwing



Hot Stuff



Your shield steadily decreases during this mission, so shoot the firebirds and fireballs to collect shield power-ups. Whenever a wave of lava approaches, perform a loop to avoid it. If you arrived from Katina, a pilot from that stage will help you here.

BOSS: Sungar



Sungar's an easy boss to defeat. Start by shooting the arms. Once the arms are blown off, blast the head.

MISSION: Macbeth



Easy Route: Bolse
Advanced Route: Area 6
Medal Requirements: 150 kills
Assault Craft: Landmaster

The Switch



To reach Area 6, you must shoot eight train switches. Shooting

a switch changes its color from red to blue. The switches are located near the end of the level, just before the boss. If you're on the train tracks, the switches appear in this order:

First switch: To the right

Second switch: To the right (Cat shoots this switch for you if you arrive from Zoness)

Third switch: To the left

Fourth switch: To the right on a raised platform

Fifth switch: To the left

Sixth switch: To the right behind a gate

Seventh switch: To the left

Eighth switch: To the right (Falco shoots this last switch for you—unless he's been shot down)

After you shoot all the switches, a master switch pops up to the right.



Shooting it reroutes the train right into Andross's own ammunition factory! Forget about fighting the boss. Just sit back and watch the fireworks.



BOSS: Benjamin



Shoot the boss's head and the lower section of its body. When it extends its lower section and hovers, get ready to turbo forward and dodge its swoop attack. After blowing off the head and lower section, focus on the train. When the train opens its rear door to unload a bomb, shoot it. The train will turn red and the boss will jiggle. Shoot the boss when it jiggles. To clear out the pylons the boss drops, hit the brake, lock on to one, and fire. If you take too long to destroy Benjamin, it collects energy and blasts you with a damaging solar beam.

Final MISSION: Venom

Assault Craft: Arwing
Medal Requirements: 200 kills

Note: The following scenario applies only if you arrive from Area 6.

Star Wolf Squadron



The Star Wolf squadron's back for a rematch! This time they're flying faster and more powerful ships and there's no time limit. The key to survival is to grab any laser power-ups and be patient. To defeat the squadron, let them tail you, loop be-

hind them, and get in as many rapid-fire laser blasts as you can before they fly out of range. You have to fly carefully because you can easily run into the tall pillars in this stage.

FINAL BOSS: Advanced Andross

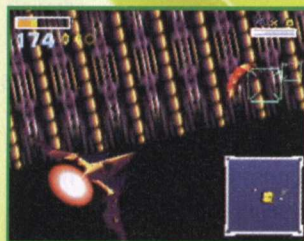


Take this route on the way to Andross: left (to get a laser power-up and a wing repair icon if you need it), right, right (to get another laser power-up). Advanced Andross fights exactly the same as Easy Andross—to a point. Instead of a robot head, you get...

...Brains, Too!



Now you must fight Andross's brain! First, shoot the eyes, but don't cross the streams of electricity that connect them to the brain.



You can laser lock onto the eyeballs. When the eyes are gone, shoot the lower section in the rear of the brain.



To get a clean shot, let the brain chase you until it's almost right on top of you (on the radar screen, the large brain dot should be the only thing you see). Then do a loop to get behind the brain and blast away. Do the loop too early or too late and you'll be caught by tentacles and take heavy damage.

After destroying the brain, you must escape. **G**



The Escape



When leaving, keep hitting the thruster button to keep up with James McCloud—he'll show you the safe way out. If you lose him during your escape,

follow these directions: right, left, right, left, right, right.



You've done it! Andross is defeated, and the galaxy is safe... **for now.**

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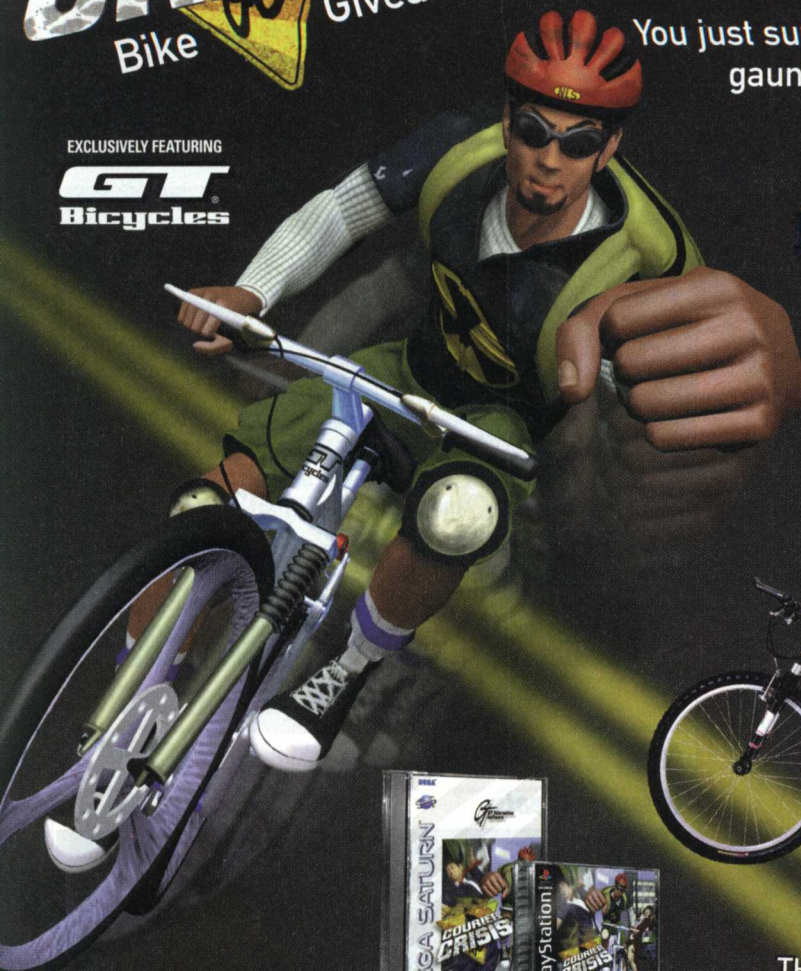
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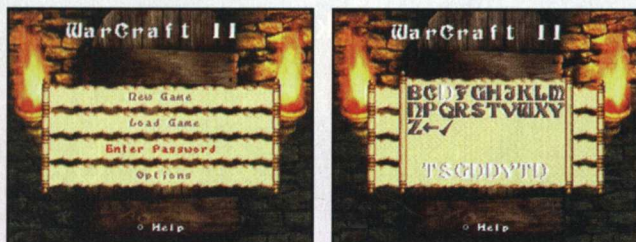
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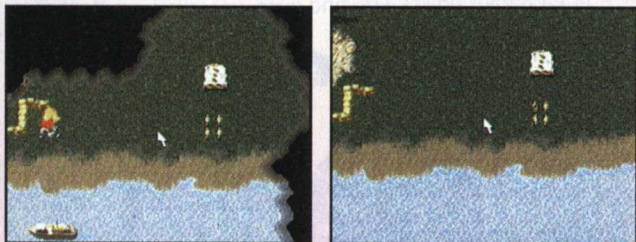
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End Game Victory:	THRCBNL
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More Lumber:	HTCHTXNS

PlayStation

Command & Conquer

Clean Map

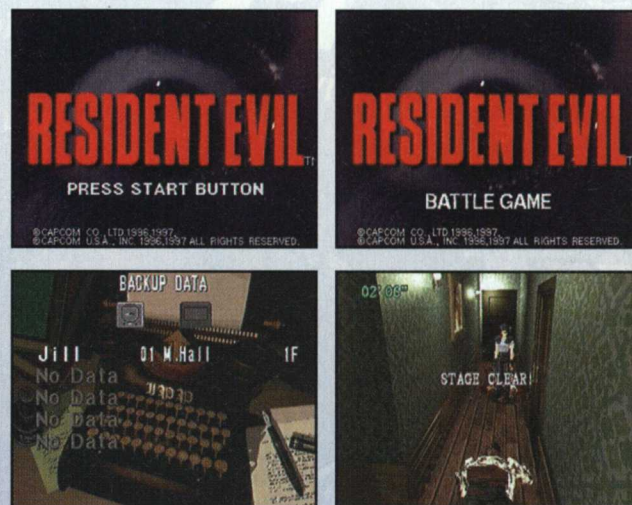


Start a game and pause it. Press **○, ○, ○, Up, ○, □, R1, ○, ○, ○**. Unpause the game and the combat field won't be shaded.

Saturn

Resident Evil

Battle Game



Start a game as either Jill or Chris, and save your game at any time. Reset the game, and at the title screen, **simultaneously press and hold X, Y, and Z** and press Start on Controller Two. The screen should flash. Press Start on Controller One and cycle through the game options until you find Battle Game. Pick Battle Game and load the data from your saved game.

PlayStation

MDK

Weapon Cheats



Enter the following codes while the game is paused:

World's Most Interesting Bomb: **Press Down, Right, ○, ○, Left, Left, Up, □, △.**

Thumper Weapon: **Press Down, Up, Left, Left, △, Up, Right, Down.**

Twister Weapon: **Press Down, L1, □, △, Right, Up, ×.**

Hand Grenade: **Press △, ○, □, □, L1, Right.**

Bones Airstrike: **Press Down, Up, ○, Down, Up, Down, L1.**

Super Chain Gun: **Press Left, L1, Down, □, △, Up, Down.**

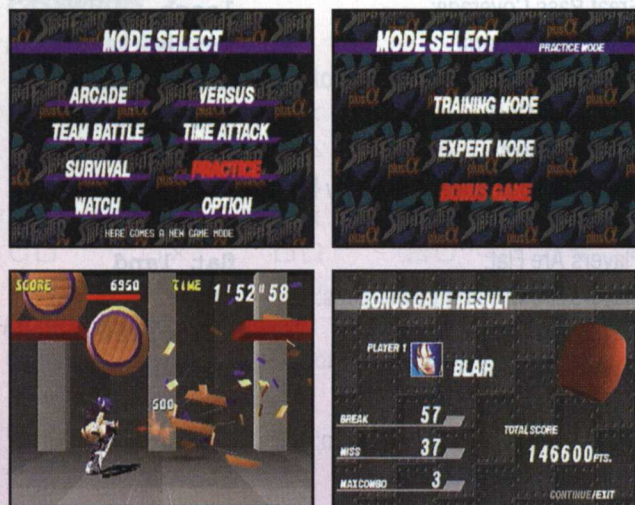
Sniper Grenade: **Press Up, □, L1, Left, ○, △, □.**

Mortar: **Press Left, L1, △, □, Right, ○, Left, Left.**

PlayStation

Street Fighter EX Plus

Hidden Bonus Game



At the Mode Select menu, highlight Practice and **press Select, Up, Up, Right, Up, Right, Up, Select**. The words "Here Comes a New Game Mode" should appear at the bottom of the screen. Enter the Practice mode and you'll find that there's a new option, Bonus Game.

PlayStation

VMX Racing

Crazy Track, Disco Track, and More



Enter the codes during gameplay, but not while the game is paused.

Crazy Track: Press Up, Left, Right, Right, Down, Up, Down, Up, Select.

Disco Track: Press ×, ○, □, ×, ×, △, △, ×, Select.

Paint Mode: Press △, ×, △, □, □, △, ○, ×, Select.

See Coordinates: Press Down, Up, Left, Up, Down, Right, Right, Down, Select.

Techno Music: Press Left, Up, Right, Right, Left, Down, Down, Right, Select.

PlayStation

Mega Man X4

Play as Dark Zero or as Dark Mega Man



Play as Dark Zero: At the Player Select screen, put the cursor on Zero, then **press and hold R1**, and **press Right, Right, Right, Right, Right, Right**. Release R1, **press and hold ○**, then **press ×**. When the game starts, Zero will be wearing black armor.

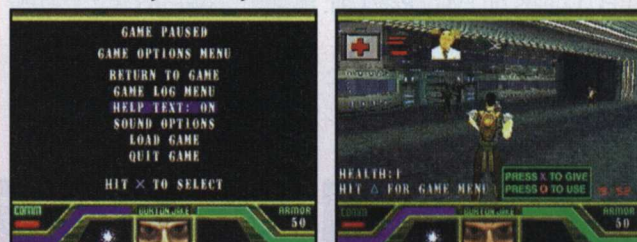


Play as Dark Mega Man: At the Player Select screen, put the cursor on Mega Man X and **press ○, ○, Left, Left, Left, Left, Left, Left**. **Simultaneously press and hold L1 and R2**, and **press ×**. When the game starts, you'll play as Dark Mega Man.

PlayStation

Broken Helix

More Health, Armor, and Ammo



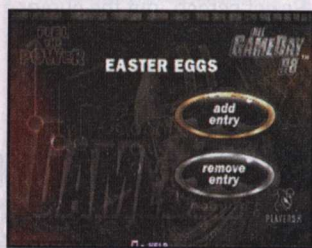
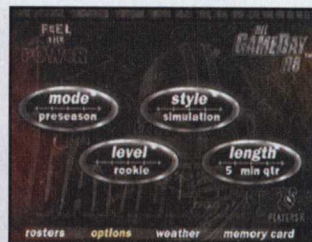
More Health and Armor: Pause the game and **press △**. At the next screen, highlight Help Text, **simultaneously press and hold L1 and R2**, and **simultaneously press ○ and ×**. Unpause the game and you'll have more health and armor.

More Ammo: Pause the game and **press △**. At the next screen, highlight Help Text, **simultaneously press and hold L1 and R2**, and **simultaneously press △ and ×**. Unpause the game and you'll have more ammo.

PlayStation

NFL GameDay '98

Easter Egg Cheats



Enter the following passwords at the Easter Eggs menu for these cheats:

CPU Cheats



CPU Remembers 30 Plays:

CPU Offense Gets a Speed Juice:

CPU Does Only High Steps:

CPU Defense Gets a Speed Burst:

CPU Cheats on Every Play Call:

CPU Runs Fake Field Goals:

CPU Calls Only Running Plays:

CPU Calls Only Passing Plays:

deep gray

cpu offense

show off

cpu defense

psychic

tricky cpu

cloud of dust

air attack

Player Cheats



All Players Are Approximately Equal:

Bad Pass Coverage:

Defensive Jump Is Higher:

equal teams

toast

rejection

Player Cheats (continued)

Forearm Shiver Is Juiced:

Great Pass Coverage:

Hyper Speed Burst:

Jumbo-Sized Players:

Long Field Goals:

Only Shadows:

Player and Ball Speeds Are Very High:

Players Are 2D:

Players Are Flat:

Players Are Missing Lower Legs:

Players Are Tiny and Quick:

Players Have No Forearms:

Players Have No Heads:

Player's Last Name Is McMahon:

Receivers Have Great Hands:

Referee Calls Unfair Penalties:

Referee Doesn't Call Personal

Injuries or Personal Fouls:

Shoulder Charge Is Juiced:

Super Stiff Arm:

Swim Moves Are Juiced:

hatchet

leech

juice

humongous

big foot

invisible

fire drill

cookie cutter

flat land

ahab

flea circus

look ma

horsemen

mcmahon

gloves

busy ref

blind ref

bettis

jack hammer

nyse

Miscellaneous



Catch-Up Speed Is High
and Pursuit Angles Are Wrong:

The Crowd Is Quiet:

Hidden Difficulty Level:

Loud Announcer:

Louder Hit and Blocking Noises:

Show Credits:

Special Stadium and Teams:

watery ai

quiet crowd

gd challenge

loud mouth

crunch time

credits

thin air

PlayStation

The Lost World: Jurassic Park

Passwords

All DNA and 99 Lives

Compy:	Hunter:	Raptor:	T. Rex:	Sarah:
××	□□	××	××	□□
○△	△○	○△	○△	△○
□×	×□	□×	□□	××
□×	□□	□×	□×	□□
○□	□×	□□	△□	△×
△□	○△	△○	△□	○△

All DNA and 20 Lives

Compy:	Hunter:	Raptor:	T. Rex:	Sarah:
××	□□	○○	△△	○○
○○	△△	××	□□	××
△△	○○	□□	×□	□×
△○	△△	□×	△□	△×
○□	□×	△△	×○	×△
□○	×△	□△	○○	△△

Level Passwords

Enter the following password three times:

□×○△△×□○△○×□

Gallery Passwords



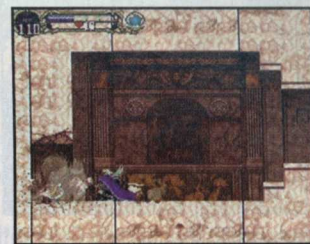
Compy:	Hunter:	Raptor:	T. Rex:	Prey Gallery:
□□	××	□□	△△	△△
△○	○△	△○	□×	□×
×○	□△	×○	○□	○□
△○	△△	△○	○×	△×
△△	×○	×△	×□	□□
××	□○	×△	△□	○○



PlayStation

Castlevania: Symphony of the Night

Secret Passage

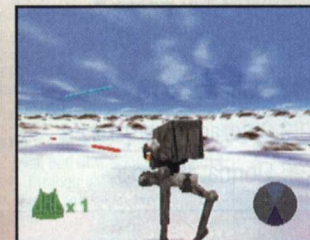
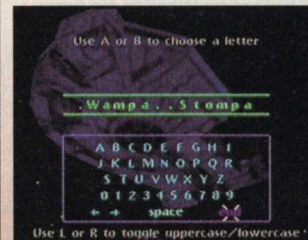


At the outer-wall section of the castle, defeat the Armor lord and go into the next room. Slash the far left wall, get the Meat, and stand in the hole you've created for 20 seconds. An elevator will take you into a secret room containing Jewel Knuckles and a Mirror Cuirass.

Nintendo 64

Star Wars: Shadows of the Empire

Play as an AT-ST



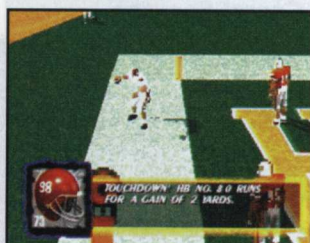
Enter Wampa Stompa as your name and set the controls to Traditional. Start a game and at the first level, the Hoth Battle, play until you see the AT-STs. When you see them, **simultaneously press Left on the control pad and right-C.** Cycle through your camera views and one of them should be from behind one of the AT-STs. You can now control the AT-ST! The control pad moves the AT-ST. **Press Up** to make it fire.

Fred Neubauer
via Internet

PlayStation

NCAA Football '98

**Individual Touchdown Celebrations,
Historic Teams, Cheats, and MVP Pause**



Individual Touchdown Celebrations: Immediately after scoring a touchdown, **simultaneously press and hold L1 and L2**, then **press any of the following buttons**:

Spin the Ball: **Press R1.**

"Hulk" Pose: **Press □.**

Spike the Ball: **Press ○.**

Do a Back Flip: **Press △.**

Do the Heisman Walk: **Press ×.**



Historic Teams: Enter the following passwords at the User Records screen to release these historical teams in Exhibition play:

'73 Alabama: **JEXLAD**

'78 Alabama: **EDYIJ**

'89 Alabama: **WHVCIR**

'92 Alabama: **ZDDJOT**

'89 Colorado: **CEVHETS**

'96 Florida: **VEWOJ**

'93 Florida State: **MYLQLOH**

'96 Florida State: **RCIXRE**

'82 Georgia: **ZOWS**

'83 Miami: **EIWQOH**

'86 Miami: **WREHSTA EH**

'87 Miami: **WEVKIM**

'89 Miami: **WMIXJ**

'91 Miami: **WYGGKEP**

'92 Miami: **WEINVNOD**

'94 Miami: **ANOYSAJ**

'65 Michigan State: **BSEPMAJ**

'91 Michigan: **KCIZRE**

'83 Nebraska: **IGSI**

'91 Nebraska: **EGAXRIM**

'93 Nebraska: **SNXAI**

'94 Nebraska: **BNQYD**

'73 Notre Dame: **JNIVED**

'88 Notre Dame: **REGRZOJ**

'89 Notre Dame: **DLYRVRAD**

'68 Ohio State: **VOIGWRES**

'79 Ohio State: **AGIG**

'85 Oklahoma: **HTOYOMS**

'87 Oklahoma: **VLAICRAM**

'94 Oregon: **RSGPC**

'78 Penn State: **IEEIH**

'82 Penn State: **CCHN**

'85 Penn State: **HREG**

'86 Penn State: **AERE**

'94 Penn State: **DTEL**

'65 UCLA: **LMTE**

'68 USC: **EERC**

'79 USC: **FSYT**



Cheats: Enter the following passwords at the User Records screen for these cheats:

The Football Is Electric:

ELECTRICH

Enable the FMV Menu:

SEE FMV

See All 112 Teams in the Poll:

WHOLE POLL

Players Are Fast:

GB SPEED

Show All the Stadiums:

COOLSITE

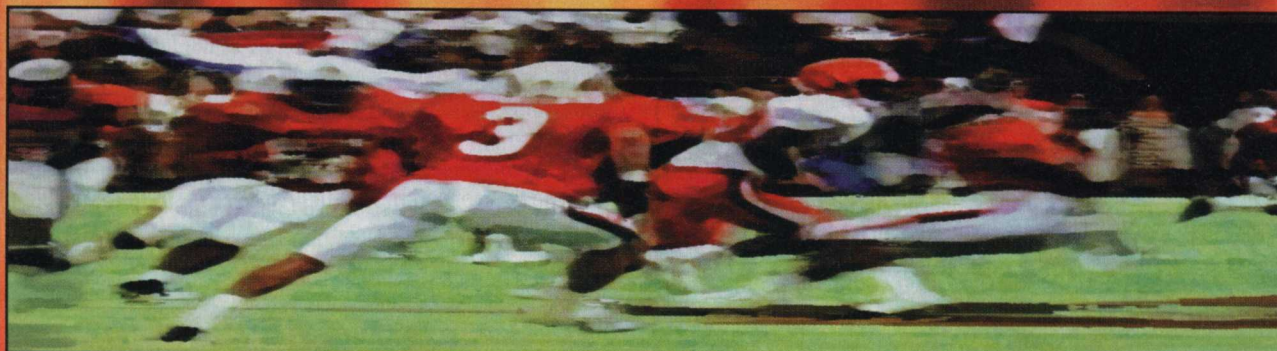
Play as the EA Sports Team:

EASPORTS

Quarters Last 15 Seconds:

SHORT QUART

MVP Pause: On a running play, while inside the 5-yard line with no defenders in front of you, **simultaneously press and hold L2 and R2.**



VIDEO GAMES: PLAYSTATION

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
4x4 Gears & Guts	NOW	\$51	Dynasty Warriors	NOW	\$46	Madden FB 98	NOW	\$44	Rage Racer	NOW	\$46
Ace Combat 2	NOW	\$46	Earthworm Jim 3	02/98	\$52	Magic the Gathering	NOW	\$46	Rampage World Tour	NOW	\$46
Andretti Racing '97	NOW	\$38	Excalibur 2055 AD	NOW	\$48	Master of Monster	02/98	\$49	Ray Storm	NOW	\$46
Aqua Prophecy	02/98	\$49	FIFA Soccer 98	NOW	\$46	Masters Tera Kasi	NOW	\$49	RayMan 2	NOW	\$52
Athanos	01/98	\$46	Felony 1179	NOW	\$44	Mechwarrior 2	NOW	\$39	Reel Fishing	NOW	\$52
Beyond the Beyond	NOW	\$39	Final Fantasy Tact	01/98	\$56	Metal Gear Solid	NOW	\$46	Resident Evil 2	01/98	\$52
Bravo Air Flight	NOW	\$46	Freak'n Fast	NOW	\$46	Monster Rancher	NOW	\$44	Resident Evil: DC	NOW	\$39
Bugrid's	11/97	\$46	Frogger	11/97	\$50	Monstrous City	NOW	\$49	Respect Inc	03/98	\$49
Bushido Blade	NOW	\$42	GEX 2	01/98	\$46	Moon	02/98	\$49	Saga Frontier	01/98	\$54
C & C Red Alert	11/97	\$46	Game Shark	NOW	\$46	Mortal Kombat 4	03/98	\$62	Soviet Strike	NOW	\$38
CART World Series	NOW	\$42	Grand Theft Auto	NOW	\$51	NASCAR 98	NOW	\$46	Soul Blade	NOW	\$45
Caesar's Palace	NOW	\$46	Grand Tour '98	NOW	\$46	NBA Fastbreak	11/97	\$44	Speed Freak	NOW	\$49
Cardinal Syn	01/98	\$44	Herc's Adventures	NOW	\$40	NBA Jam '98	01/98	\$49	Suikoden	NOW	\$46
Castlevania	NOW	\$48	Jet Moto 2	11/97	\$44	NBA Shoot Out 98	12/97	\$42	Suikoden 2	11/97	\$46
Clayfighter 3	12/97	\$46	Joust Epic	NOW	\$49	NCAA Football '98	NOW	\$44	Swagman	NOW	\$50
Clock Tower	NOW	\$44	Kings Field 2	NOW	\$36	NFL Game Day '98	NOW	\$39	Syndicate Wars	NOW	\$44
Contra	NOW	\$46	Klonoa	02/98	\$46	NFL QB Club 98	11/97	\$46	Tactics Ogre	12/97	\$46
Cool Boarders 2	11/97	\$42	Kowloon's Gate	NOW	\$49	NHL Breakaway '98	NOW	\$46	Tale of the Sun	NOW	\$46
Courier Crisis	11/97	\$46	Legacy of Kain	NOW	\$49	NHL Face Off '98	NOW	\$42	Tecmo Deceptn 2	11/97	\$48
Crash Bandicoot 2	11/97	\$44	Legion	11/97	\$48	NHL Powerplay '98	NOW	\$44	Ten Pin Alley	NOW	\$44
Criticism 2	NOW	\$52	Lemmings 3D	NOW	\$36	Nanotek Warrior	NOW	\$44	The Glove	NOW	\$68
Croc	NOW	\$49	Loaded	NOW	\$49	Need for Speed 2	NOW	\$44	Tomb Raider	NOW	\$46
Dare Devil Drby 2	NOW	\$44	Lost Vikings 2	NOW	\$44	Nightmare Creature	NOW	\$46	Triple Play 98	NOW	\$46
Death Trap Dungen	11/97	\$46	Lost World	NOW	\$44	Odd World	NOW	\$44	VMX Racing	NOW	\$46
Diablo	11/97	\$54	MDK	11/97	\$46	Ogre Battle	NOW	\$50	Vandal Hearts	NOW	\$46
Disc World 2	NOW	\$46	MK Mythologies	NOW	\$46	PGA Tour '98	NOW	\$46	WWF Arcade	NOW	\$49
Double Header	NOW	\$46	MLB Pen Race 98	NOW	\$36	Pandemonium 2	NOW	\$45	Wild Arms	NOW	\$44
Dungeon Keeper	11/97	\$46	Mace: Dark Age	NOW	\$46	Pitfall	03/98	\$49	Xevious 3D	NOW	\$44

VIDEO GAMES: SATURN

Albert Odyssey	NOW	\$52	Dark Legend	NOW	\$39	Iron Storm	NOW	\$52	Quake	11/97	\$44
Andretti Racing 97	NOW	\$46	Darklight Conflict	NOW	\$44	Lost Vikings 2	NOW	\$44	Racers Megamix	02/98	\$49
Batman and Robin	11/97	\$44	Darkstalkers 3	11/97	\$49	Lost World	NOW	\$46	Rally	NOW	\$36
Battle Monsters	NOW	\$34	Dawn of Darkness	NOW	\$46	Lunacy	NOW	\$49	RayMan 2	NOW	\$54
Bombberman	NOW	\$52	Dead or Alive	NOW	\$46	Lunar Director Cut	12/97	\$46	Resident Evil	NOW	\$44
Casper	NOW	\$46	Diablo	11/97	\$54	Madden FB 98	NOW	\$46	Return of the Apes	NOW	\$50
Colliderz	NOW	\$52	Dream Knight	11/97	\$50	Madden Fitball '97	NOW	\$46	Sega Ages	NOW	\$40
Courier Crisis	11/97	\$46	Duke Nukem 3D	NOW	\$44	Manx T.T.	NOW	\$46	Sentinel Returns	03/98	\$49
Criticism 2	NOW	\$52	Enemy Zero	11/97	\$49	Mass Destruction	NOW	\$51	Shining Holy Ark	NOW	\$46
Croc	NOW	\$49	FIFA Soccer '98	NOW	\$46	Mortal Kombat 4	03/98	\$62	Sonic R	11/97	\$52
Crow:City of Angels	NOW	\$46	Fighters Megamix	NOW	\$52	NBA Action '98	NOW	\$49	Ten Pin Alley	NOW	\$44
Crusader	NOW	\$46	Free Runner	11/97	\$52	NBA Live '98	11/97	\$46	VMX Racing	NOW	\$46
Crypt Killer	NOW	\$42	Herc's Adventures	NOW	\$42	NHL Breakaway '98	NOW	\$44	Virtua Racing	NOW	\$29
Cyberbots	NOW	\$52	Hexen	NOW	\$49	Nascar 98	NOW	\$46	Wridwde Soccer'98	11/97	\$44

VIDEO GAMES: SNES

Atari Collection 1	NOW	\$49	NHL Hockey '98	11/97	\$52
Donkey Kong Cntry 3	NOW	\$64	Revolution X	NOW	\$19
Harvest Moon	NOW	\$56	Secret of Mana	NOW	\$62
Killer Instinct	NOW	\$19	Super Mario	NOW	\$59
Lost Vikings 2	NOW	\$44	Super Mario Kart	NOW	\$34
Madden '98	08/98	\$52	Toy Story	NOW	\$49
Mortal Kombat 3	NOW	\$59	Ultimate MK 3	NOW	\$49
NBA Live '98	NOW	\$52	WeaponLord	NOW	\$19
NHL '97	NOW	\$39	Zelda 3	NOW	\$34

VIDEO GAMES: GENESIS

Demolition Man	NOW	\$19	Madden '98	NOW	\$52
Dolphin	NOW	\$19	Mutant Chronicles	NOW	\$42
ESPN Hockey	NOW	\$29	NBA Hang Time	NOW	\$49
FIFA Soccer '97	NOW	\$52	NBA Live '98	10/98	\$52
Head-On Soccer	NOW	\$34	NHL Hockey '98	NOW	\$52
Lethal Enforcers 2	NOW	\$14	Tecmo Spr Bowl 3	NOW	\$29
Lost World	NOW	\$44	Ultimate MK 3	NOW	\$49
Lunar	NOW	\$34	Vectorman 2	NOW	\$49
Lunar 2	NOW	\$49	World Series 98	NOW	\$46

VIDEO GAMES: NINTENDO 64

Bombberman 64	12/97	\$69	Lost World	12/97	\$76
Clayfighter 3	NOW	\$69	MK Mythologies	NOW	\$79
Conker's Quest	11/97	\$69	NFL QB Club '98	NOW	\$75
Dark Rift	NOW	\$72	Star Fox 64	NOW	\$69
F-Zero 64	02/98	\$76	Super Mario 64	NOW	\$66
FIFA Soccer '98	11/97	\$65	Mario Kart 64	NOW	\$59
Golden Eye 007	NOW	\$72	Tetrisphere	NOW	\$69
Joust Epic	11/97	\$76	Wave Race	NOW	\$72
Legend of Zelda	03/98	\$79	Yoshi's Island 64	02/98	\$69

VIDEO GAME HINT BOOKS

Albert Odyssey	NOW	\$7	Hexen 64	NOW	\$12
Breath Fire 3	01/98	\$11	Legend of Zelda 64	04/98	\$13
Castlevania Surv Gde	NOW	\$12	MK Mythologies	NOW	\$10
Croc	NOW	\$12	Nightmare Creatures	NOW	\$12
Dynasty Warriors	NOW	\$12	Nuclear Strike	NOW	\$12
Extreme G	NOW	\$12	Ogre Battle	NOW	\$12
Fighting Force	NOW	\$12	Star Fox 64	NOW	\$10
Final Fantasy VII	NOW	\$14	Vandal Hearts	NOW	\$12
Golden Eye	NOW	\$11	Wild Arms	NOW	\$14

BOARD GAMES

Axis & Allies	NOW	\$35	Knightmare Chess	NOW	\$13
Age Of Renaissance	NOW	\$42	Lionheart	NOW	\$35
Battletech	NOW	\$19	Lunch Money	NOW	\$15
Car Wars Deluxe	NOW	\$21	Magic Realm	NOW	\$23
Die Hanse	NOW	\$55	Rats	NOW	\$24
Empire Builder	NOW	\$25	Samurai Swords	NOW	\$35
Go	NOW	\$22	Settlers of Catan	NOW	\$30
Grand Prix	NOW	\$19	Space Chess 3D	NOW	\$35
Hobbit Adventure	NOW	\$29	Titan: The Arena	NOW	\$17

COMPUTER GAMES

Daikatana	03/98	\$49	Baldure's Gate	11/97	\$48
Dark Frces Jedi Knight	NOW	\$53	Battlespire	NOW	\$49
Dark Vengeance	03/98	\$45	Diablo	NOW	\$37
Hexen 2	NOW	\$52	Eldr Scrls Mrrowind	02/98	\$54
Quake 2	11/97	\$52	Fallout	NOW	\$48
SpecOps	11/97	\$48	Lands Lore Grdins Dst	NOW	\$48
Tomb Raider 2	11/97	\$49	Ultima Online	NOW	\$53
Unreal	11/97	\$48	X-Wing V Tie Fighter	NOW	\$50
Space Quest 3000	NOW	\$45	Starcraft	NOW	\$47

COLLECTIBLE CARD GAMES

Battletech Booster	NOW	\$2	MTG Mirage SD	NOW	\$8
Battletech Starter	NOW	\$8	MTG Tempest BP	NOW	\$2
Dr Who Booster	NOW	\$2	MTG Visions	NOW	\$2
Dr Who Starter	NOW	\$8	MTG Weatherlight	NOW	\$2
Illuminati BP	NOW	\$2	Magic Homelands	NOW	\$1
Illuminati SD	NOW	\$8	Star Trek NG BP	NOW	\$2
Great Dalmati	NOW	\$5	Star Trek Starter	NOW	\$8
MTG 5th Ed BP	NOW	\$2	X-Files BP	NOW	\$2
MTG Chronicles	NOW	\$1	X-Files SD	NOW	\$9

ROLE PLAYING GAMES

AD&D DM Guide	NOW	\$20	GURPS Rulebook	NOW	\$20
AD&D Monstr Manl	NOW	\$20	Heavy Gear	NOW	\$25
AD&D Player Hdbk	NOW	\$26	Mechwarrior	NOW	\$13
Ars Magica	NOW	\$26	Pendragon	NOW	\$19
Bubblegum Crisis	NOW	\$20	Riffs	NOW	\$21
Call of Cthulhu	NOW	\$18	Robotech	NOW	\$11
Deadlands	NOW	\$26	Shadowrun	NOW	\$20
Earthdawn	NOW	\$18	StarWars Revised	NOW	\$25
Fading Suns	NOW	\$22	Traveller	NOW	\$24

'FINAL FANTASY 7' Act out your mercenary dreams while saving the planet. Spectacular animated plot sequences, impressive storyline, three dimensional characters, unprecedented level of detail, great effects.
Sony (Roleplaying)
Release Date: NOW PSX \$56

'TOMB RAIDER 2' Lara's back, and better than ever, with new moves, a new underwater environment and a whole new arsenal. Explore huge, exotic platform-based 3D environments around the world, solve puzzles and kill baddies.
Eidos (Adventure)
Release Date: 11/97 PSX \$49

'NBA LIVE 98' Superior sports AI make this the most accurate hoops game ever. New animations including dunks and 360-spin moves. More user control over 'Power moves' and split screen 3-point shootout.
Electronic Arts (Sports)
Release Date: NOW PSX \$44

'BREATH OF FIRE III' Immense environments allow viewpoint rotation to reveal hidden pathways, items, secrets and powerups. Find the secret of the Dragon shrines or become an apprentice to learn magic and special abilities.
Capcom (Roleplaying)
Release Date: 1/98 PSX \$52

'MORTAL KOMBAT: MYTHOLOGIES' The Mortal Kombat saga continues with an all new storyline. Instant playability as you take on over 30 different enemies while exploring 8 new worlds. Real-time 3D lighting, fully rendered 3D characters.
Midway (Adventure)
Release Date: 11/97 PSX \$46, N64 \$76

'MAGIC KNIGHT RAYEARTH' Three Japanese school-grads must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!
Working Designs (Roleplaying)
Release Date: NOW SAT \$52

'MLB FEATURING KEN GRIFFEY JR. N64' comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, half or full-season, Pennant race, or World Series.
Nintendo(Sports)
Release Date: 3/98 N64 \$74

'ROBORALLY' Rely on luck and skill as you race robots across factory floors, using conveyor belts to help propel you and avoiding obstacles such as pits and laser beams which impede your progress.
Wizards of the Coast (Board game)
Release Date: NOW BG \$33

'THE CURSE OF MONKEY ISLAND' includes all of the elements that made the series great but with a more highly stylized, hi-resolution look. Through an intuitive interface players pick up and use objects and talk to various characters throughout the game.
Lucasarts (Adventure)
Release Date: 11/97 PC CD \$39

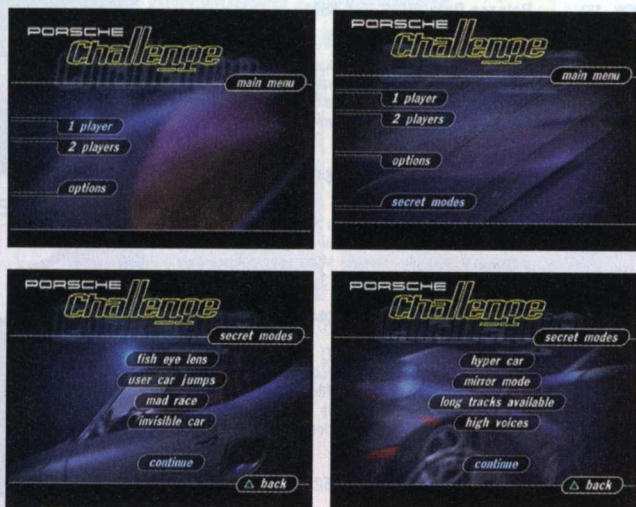
'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.
Wizards of the Coast (Card Game)
Release Date: NOW CG \$7

'CONSPIRACY X' In a world of dark secrets, the only certainty is nothing is what it seems. The president may not be human. The sign carrying paranoid on the street ranting mind control satellites may be right.
New Millennium (Pen/Paper Roleplaying)
Release Date: NOW RPG \$20

PlayStation

Porsche Challenge

Secret Mode Cheats



Enter the codes at the title screen. When you enter the first cheat, a new option, Secret Mode, appears.

Note: Execute the commands in parentheses simultaneously.

All Cars Jump: Press (Up and □), (Up and ○), (Up and □), (Up and ○), (Up and □), (Up and ○), (Up and □).

Fisheye Lens: Press (□, △, ○), L1, L2, R2, R1.

High Voices: Press Up, △, Up, △.

Hyper Car: Press (Select and □), (Select and ○), (Select, □, ○).

Interactive Tracks: Press (Down and Start), (Up and Start), Select, Start.

Invisible Car: Press (□ and ○), (L2 and R2), (□ and ○), (L1 and R1), (□ and ○).

Long Tracks Available: Press (Select and Up), (Select and Down), Start, Select.

Mad Race: Press Up, Left, (Right and Select).

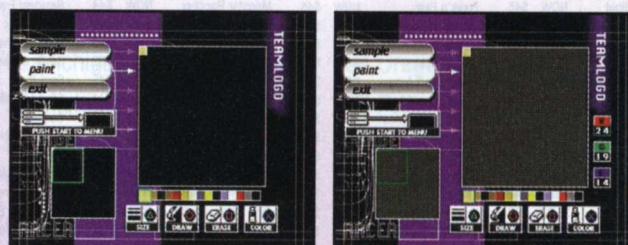
Mirror Mode: Press (Left and ○), (Down and △), (Right and □).

User Car Jumps: Press □, ○, □.

PlayStation

Rage Racer

RGB Paint Colors



Enter Car Select, choose Customize, then select Design. Enter the Team Logo menu and select Paint. **Simultaneously press Select, L1, L2, R1, and R2** to make RGB color options appear.

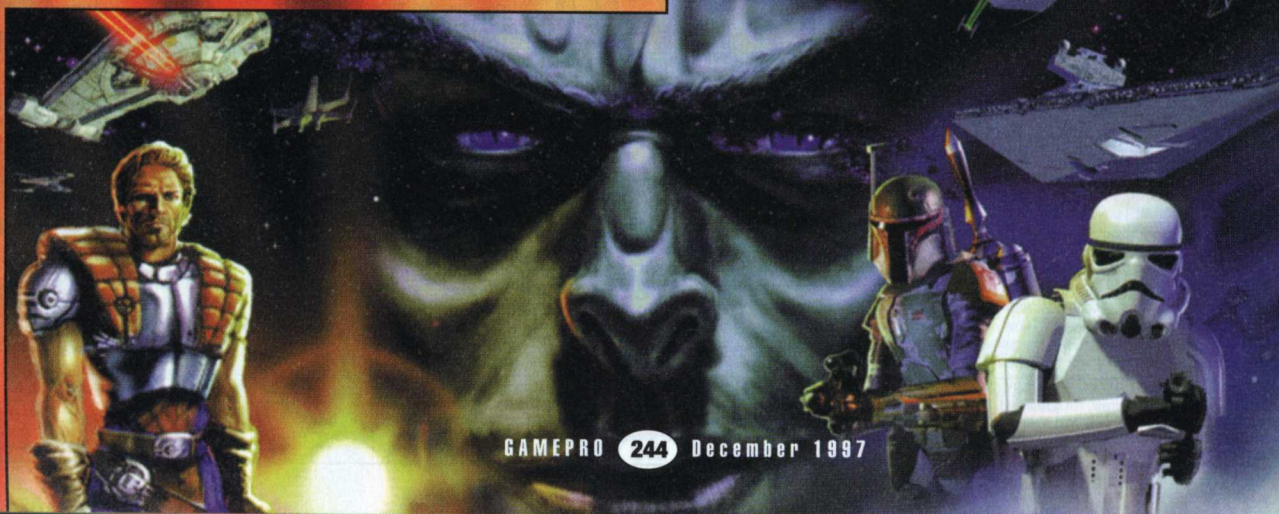
Saturn

Mortal Kombat Trilogy

Play as Chameleon



At the fighter-select screen, select any male ninja. At the loading screen before the match, **simultaneously press and hold Left, Block, Run, High Punch, and High Kick** until the fight starts. If you did the trick correctly, just before the fight starts, your character will explode into the hidden fighter Chameleon.



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Bases Loaded	3	Ninja Gaiden	3	Butch	25	Pitfall Harry	9	Bubby	9	PGA Tour Golf 2	19	Dark Stalkers	29	Ridge Racer Revlin	29	Double Dragon 2	17	Space Invaders	18
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Black Bass	15	Paperboy	7	Chrono Trigger	45	Ran & Stimpy-Volts	9	Coach K Bsktbl	9	Power Rangers	7	Doom	35	Star Wrs-Rebel Act 2	29	F 1 Racer	15	Supr Mario Lnd 2	19
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Castlevania	5	Pro Am Racing	5	Donkey Kong City2	28	Showdown	19	Comix Zone	13	Ren & Stimpy	9	Kings Field	9	Tom Raider	35	Home Alone 2	12	Tetris	7
Castlevania 2	4	Pro Wrestling	3	Donkey Kong City3	4	Shaq Fu	15	Contra Hard Corps	13	Revenge Shinobi	18	Legacy of Cain	19	Triple Play 97	19	Hyper Lone Runner	7	Tetris 2	24
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Commando	9	Q Bert	9	Earth Bound	39	Simpsons-B Ntmr	19	Desert Strike	19	Rocket Knight Adv	18	MLB Pennant Race	15	Twisted Metal	39	Killer Instinct	29	Tetris Blast	27
Contra	9	Rad Racer	5	Earthworm Jim	19	Spawn	9	Earthworm Jim	13	Samurai Showdown	18	Mortal K- Trilogy	39	Twisted Metal 2	39	Kirby's Dmnd1	29	Tiny Toon	22
Crystals	15	Rad Racer 2	7	Earthworm Jim 2	19	Star Fox	9	Ecoo Tides of Time	13	Shadowrun	15	Mortal Komat 3	19	Wipeout	35	Kirby's Dmnd2	27	TMTT 1 FFC	7
Dick Tracy	2	Rambo	2	F Zero	9	Star Wars	15	Ecoo Tides of Time	13	Shaq Fu	15	NBA In The Zone	35	NBA In The Zone 2	35	Kirby's Dmnd3	19	TMTT 2	17
Double Dragon	3	RBI Baseball	3	FIFA Soccer	3	Street Ftr 2	3	ESPN Baseball	13	Shinobi 3	9	NBA In The Zone 3	35	Wing Commander 3	38	Mega Man 1	25	WWF Superstars	15
Double Dragon 2	3	Rescue Rangers	5	Final Fantasy 2	49	Street Ftr 2-Tbr	9	Eternal Champions	5	Sonic 3D Blast	29	NBA Live 96	9	Wing Commander 3	38	Melroid 2	15	WWF Superstars	9
Double Dragon 3	2	Robo Con	2	Final Fantasy 3	49	Stunt Race FX	15	Evander Hyfild	15	Sonic & Knuckles	13	NBA Live 97	25	Wipeout	35	Mortal Komat	15	Yoshi	15
Double Dragon X	123	Rush N Attack	3	Final Fantasy MQ	9	Sunset Riders	9	F22 Interceptor	9	Sonic Hdgog 4	4	NBA Shootout	35	Wipeout XL	35	Mortal Komat 2	22	Yoshi's Cookie	15
Double Dribble	2	Samurai X	2	Final Fantasy 4	29	Sesame X-Men	15	Sonic Hdgog 2	4	NBA Shootout 97	35	NBA Shootout 97	35	NBA Shootout 97	35	Mortal Komat 3	22	Yoshi's Cookie	15
Dr Mario	4	Sesame St ABC	9	Final Fantasy 5	19	Supr Double Dragon	15	FIFA Soccer 95	13	Sonic Hdgog 3	9	NCAA Gamebreakers	15	X-Com UFO Defense	19	Melcor Cross Mniac	15	Zelda Link	9
Dragon Wart	2	Silent Service	15	Final Fantasy 6	19	Flashback	15	General Chaos	19	Sonic Spinball	7	Need For Speed	39	Need For Speed 2	39	Pacman	28	Game Boy Pocket	27
Dragon Wart 2	2	Simpsons-B vs SM	4	Final Fantasy 7	9	Gradius 3	9	Golden Axe	9	Spiderman	9	Need For Speed 2	39	Playstation Deck	124	Nemesis	8	Game Boy Pocket	27
Duck Tales	15	Simpsons-B vs Wild	4	Final Fantasy 8	9	Griffey's Baseball	19	Golden Axe 2	9	SpidermanX-Men	9								
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Final Fantasy	2	Supr Contra	2	Final Fantasy 12	9	John Madden 92	2	Joe Montana 2	2	Streets Rage 2	13								
Friday 13th	4	Supr Dodge Ball	13	Final Fantasy 13	9	John Madden 93	2	Joe Montana 3	2	Streets Rage 2	13								
Galaga	19	Supr Mario 2	13	Final Fantasy 14	9	John Madden 94	2	Joe Montana 4	2	Super Street Ftr 2	9								
Gauntlet	4	Supr Mario 3	13	Final Fantasy 15	9	John Madden 95	9	John Madden 94	2	Tax-Escape from Mars	19								
Gauntlet 2	3	Supr Mario/Dk Ht	1	Final Fantasy 16	9	John Madden 96	15	John Madden 95	9	Tazmania	13								
Ghost Busters	4	Supr Off Road	7	Final Fantasy 17	9	John Madden 97	25	John Madden 96	15	Tecmo Super Bowl 2	2								
Ghosts & Goblins	3	Supr Off Road	7	Final Fantasy 18	9	John Madden 97	25	John Madden 97	25	Tecmo Super Bowl 2-Arcd	2								
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Goonies 2	2	Tetris	5	Final Fantasy 20	9	John Madden 97	25	John Madden 97	25	TNTNT Tour Firs	7								
GoTcha	3	Tiger Hell	2	Final Fantasy 21	9	John Madden 97	25	John Madden 97	25	TNTNT Tour Firs	7								
Hogan's Alley	7	Tiny Toons	7	Final Fantasy 22	9	John Madden 97	25	John Madden 97	25	Toe Jam & Earl	29								
Hoops	2	TMTT	1	Final Fantasy 23	9	John Madden 97	25	John Madden 97	25	Toe Jam & Earl 2	29								
Ice Hockey	3	TMTT 2	1	Final Fantasy 24	9	John Madden 97	25	John Madden 97	25	Tombs of the Ancients	18								
Ikari War	4	TMTT 3	1	Final Fantasy 25	9	John Madden 97	25	John Madden 97	25	Tony La Russa	2								
Iron Sword	3	TMTT 4	1	Final Fantasy 26	9	John Madden 97	25	John Madden 97	25	Tony La Russa 2	2								
Jackal	5	TMTT 5	1	Final Fantasy 27	9	John Madden 97	25	John Madden 97	25	Tony La Russa 3	2								
Jaws	2	TMTT 6	1	Final Fantasy 28	9	John Madden 97	25	John Madden 97	25	Tony La Russa 4	2								
Jeopardy	7	TMTT 7	1	Final Fantasy 29	9	John Madden 97	25	John Madden 97	25	Tony La Russa 5	2								
John E Oback	1	TMTT 8	1	Final Fantasy 30	9	John Madden 97	25	John Madden 97	25	Tony La Russa 6	2								
Jordan vs Bird	2	TMTT 9	1	Final Fantasy 31	9	John Madden 97	25	John Madden 97	25	Tony La Russa 7	2								
Karate Champ	2	TMTT 10	1	Final Fantasy 32	9	John Madden 97	25	John Madden 97	25	Tony La Russa 8	2								
Karate Kid	2	TMTT 11	1	Final Fantasy 33	9	John Madden 97	25	John Madden 97	25	Tony La Russa 9	2								
Karnov	3	TMTT 12	1	Final Fantasy 34	9	John Madden 97	25	John Madden 97	25	Tony La Russa 10	2								
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Lil Nemo Dream	3	TMTT 17	1	Final Fantasy 39	9	John Madden 97	25	John Madden 97	25	Tony La Russa 15	2								
Major Lg Bsktbl	4	TMTT 18	1	Final Fantasy 40	9	John Madden 97	25	John Madden 97	25	Tony La Russa 16	2								
Martie Madness	4	TMTT 19	1	Final Fantasy 41	9	John Madden 97	25	John Madden 97	25	Tony La Russa 17	2								
Mega Man 1	19	TMTT 20	1	Final Fantasy 42	9	John Madden 97	25	John Madden 97	25	Tony La Russa 18	2								
Mega Man 2	9	TMTT 21	1	Final Fantasy 43	9	John Madden 97	25	John Madden 97	25	Tony La Russa 19	2								
Mega Man 4	13	TMTT 22	1	Final Fantasy 44	9	John Madden 97	25	John Madden 97	25	Tony La Russa 20	2								
Mega Man 6	19	TMTT 23	1	Final Fantasy 45	9	John Madden 97	25	John Madden 97	25	Tony La Russa 21	2								
Metal Gear	2	TMTT 24	1	Final Fantasy 46	9	John Madden 97	25	John Madden 97	25	Tony La Russa 22	2								
Metroid	5	TMTT 25	1	Final Fantasy 47	9	John Madden 97	25	John Madden 97	25	Tony La Russa 23	2								
Mickey Mouse	4	TMTT 26	1	Final Fantasy 48	9	John Madden 97	25	John Madden 97	25	Tony La Russa 24	2								
Millipede	13	TMTT 27	1	Final Fantasy 49	9	John Madden 97	25	John Madden 97	25	Tony La Russa 25	2								
Monopoly	15	TMTT 28	1	Final Fantasy 50	9	John Madden 97	25	John Madden 97	25	Tony La Russa 26	2								
Narc	3	TMTT 29	1	Final Fantasy 51	9	John Madden 97	25	John Madden 97	25	Tony La Russa 27	2								
NFL	2	TMTT 30	1	Final Fantasy 52	9	John Madden 97	25	John Madden 97	25	Tony La Russa 28	2								
Ninja Gaiden	3	TMTT 31	1	Final Fantasy 53	9	John Madden 97	25	John Madden 97	25	Tony La Russa 29	2								
Ninja Gaiden 2	3	TMTT 32	1	Final Fantasy 54	9	John Madden 97	25	John Madden 97	25	Tony La Russa 30	2								
Ninja Gaiden 3	3	TMTT 33	1	Final Fantasy 55	9	John Madden 97	25	John Madden 97	25	Tony La Russa 31	2								
NFL 95	1	TMTT 34	1	Final Fantasy 56	9	John Madden 97	25	John Madden 97	25	Tony La Russa 32	2								
NFL QB Club	2	TMTT 35	1	Final Fantasy 57	9	John Madden 97	25	John Madden 97	25	Tony La Russa 33	2								
NFL QB Club 96	5	TMTT 36	1	Final Fantasy 58	9	John Madden 97	25	John Madden 97	25	Tony La Russa 34									

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DOWN

1. In Final Fantasy 7 the hotel is a _____ house.

3. A doll with video game connections.

ACROSS

2. Star of Desert Demolition. Runner

4. Yoshi's Cookie takes place in a cookie _____.

5. Arch enemy in Batman Forever.

</

PlayStation & Saturn

Marvel Super Heroes Different-Colored Fighters



To change the color of characters on the top row, put the cursor over the character you want to select, then **press and hold Up** for at least five seconds and **press any button**. To change the color of characters on the bottom row, put the cursor over the character you want to select, **press and hold Down** for five seconds and **press any button**. When the match starts, your fighter is a different color.

Saturn

Mega Man X4

Play as Dark Zero and as Dark Mega Man



Play as Dark Zero: At the Player Select screen, put the cursor on Zero and **press and hold R**, then **press Right, Right, Right, Right, Right, Right, Right**. Release R, then **press and hold B**, and **press either A or C**. When the game starts, Zero will be wearing black armor.



Play as Dark Mega Man: At the Player Select screen, put the cursor on Mega Man X and **press B, B, Left, Left, Left, Left, Left, Left**. Next, **simultaneously press and hold L and R**, then **press either A or C**. When the game starts, you'll play as a darker Mega Man.

* These cheats were tested on a preliminary version of the game and may be changed in the final version.

Saturn

Marvel Super Heroes

Play as Anita* and No Gems During Fights



Play as Anita: Finish the game in Arcade mode with any fighter on any skill setting and save the data. Make sure the buttons are set to the default and the Short Cut is off. At the fighter-select screen, **press Up, Right, Down, Left, Up, Right, Down, Left, Up**, **press and hold X**, **press and hold Y**, and **press Z**. When the fight starts, you'll play as Anita from Night Warriors: Darkstalkers' Revenge.



No Gems During Fights: In the Versus mode, **Player One** should **simultaneously press and hold L and R** at the beginning of the match. The words "No Gems" will flash at the bottom of the screen. While the words are flashing, **Player Two** should **simultaneously press and hold L and R** until the words stop flashing.

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enemy zero

To boldly die where no one has died before. This is Enemy Zero, and you are Laura Lewis. You're on a space station and your crew members are being picked off one by one by an alien beast. No sweat, it's a shooting game and you can handle a gun. But you can't see the alien, only hear it. Scared? Thanks to the eerie soundtrack and intensely graphic cinematic effects you will be. Just be careful. In space no one can hear you wet your pants.



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